PLAYSTATION 2 MAGAZINE

PS2

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is the term used to describe any type of military action where battles take place in an environment where man-made construction or high population density is the dominant feature, such as a city or town.

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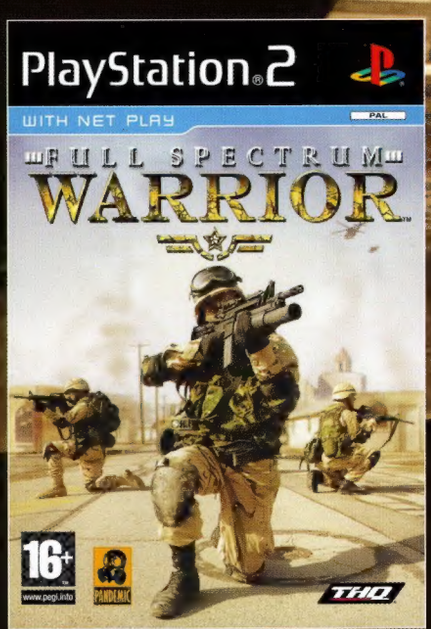

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VIEWTIFUL JOE 2

YOU KNOW THE SCORE!

CUBE
9.1/10

OFFICIAL PS2
8/10

GAMESMASTER
88%

GAMES TM
8/10

PSM2
85%

PLAY
87%

NINTENDO GAMECUBE

PlayStation.2

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Anna, Ling and the pumped-up kings of iron fist return in the sexiest *Tekken* yet. But does anyone still care? Find out NOW in our hard hitting review.

THIS MONTH YOU NEED TO READ...

MIDNIGHT CLUB 3

MC3 GETS A DUBBING

Get the lowdown on Rockstar's lowrider in our exclusive review. Can *Midnight Club: Dub Edition* outrace *NFSU*?

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TOTAL CHAOS

PS2's *other* stealth franchise returns, with added blackness. But how will it cope under the PSM2 review spotlight?

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PS3 EXPOSED

FUTURE – PERFECT?

It's not far away, you know. We read the tea leaves and give you the lowdown on what PS3 has in store for us.

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PSP: THE LATEST

GAMING TYPHOON

World Tour Soccer, Tiger Woods, FIFA, Vampire, Dynasty Warriors... the PSP games are flying in now. Tasty.

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YOU NEED TO WATCH...

ISSUE 60'S FREE DVD

HOT NEW ENTHUSIA FOOTAGE AND MARC ECKO IN ACTION

See PS2's second ultra-serious motor sim charge through the gears and hit top speed. Or watch Marc Ecko getting up, and spraying graffiti all over the shop.

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RED NINJA

★ Check out the sexy face of stealth gaming in our EXCLUSIVE review.

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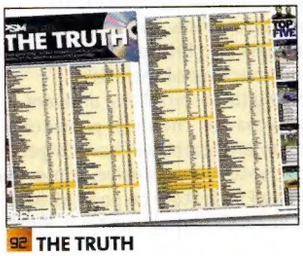

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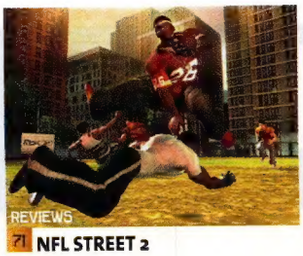

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PLAYSTATION 2 MAGAZINE

PSM2

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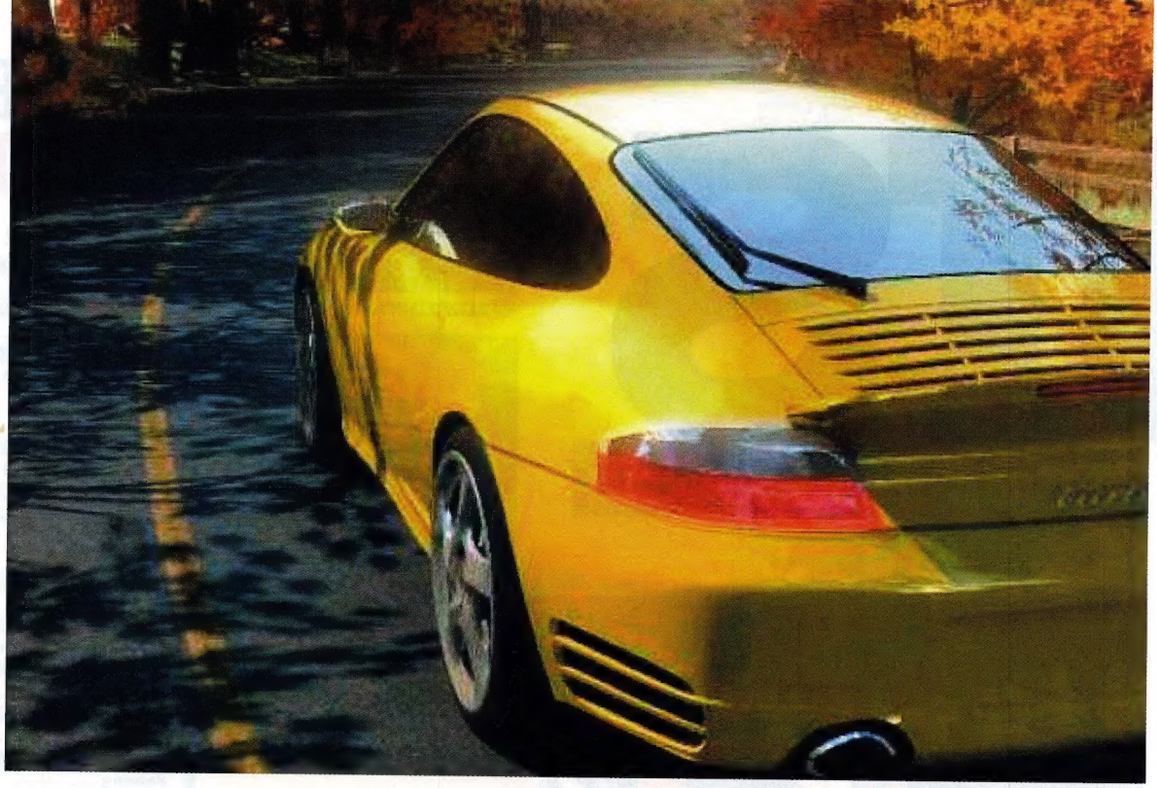


GREAT NEWS! GAMES ARE GOING TO GET EXPENSIVE AGAIN! NO, WAIT, COME BACK! ETC.

Games, then. Would you like them cheaper or more expensive? You choose. Sounds like a daft question? OK, let's rephrase it. Games then. Would you like them big, insanely detailed and massively entertaining or weenysmall and a bit shit? I think you're starting to see what we're getting at. Changes are afoot and you might just have to start tucking a few pennies away in that rancid sockwallet if you're going to be able to maintain your weekly game fix.

Spin your mind back to 1990. It may sound like utter madness but this next bit is absolute fact. Two members of the PSM2 team actually paid £69.99 for a copy of Street Fighter 2 on Super Nintendo. *[Editor's note – a cursory glance around the eyes and chins of the team should quickly tell you which two.]* And one of them even turned up before the shop was open in order to be certain of bagging a copy on release day. Jesus. Times have changed, right?

We might snicker with glee at ever tumbling game prices and the ability to trade in last week's 'ultra-special-smash-hit-best-game-ever' for the latest high-profile way to kill fifteen minutes, but you've got to wonder – are you really any better off? Are increasingly mass-market, me-too games churned out to budget devaluing videogames? Tumbling game prices have killed off many smaller game-makers and the giants that are left are too smart to take risks – as we've said in this column previously, at least two BIG names we know of are close to financial ruin because of their risky strategy of – for once – *trying to do something different.*

But things are going to change. The sheer power of PS3 will mean that development teams will have to get bigger and take longer to create full, expansive, impressive PS3 games (see our amazing PS3 feature on page 26 for more). Prices will have to increase to make up for it. Right now you can't move for budget tat (and is any shop actually selling *Gran Turismo 4* for the RRP of £39.99?), but next year could mark a return to £60+ prices. Games will return to being major investments instead just ten-minutes-of-fun.

But don't worry. It's a good thing. So long as developers keep their side of the deal and deliver games that are worth buying, we'll all be quids in. If not literally... **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

WATCH IT ON THE DVD VIDEO

ON THIS MONTH'S PSM2 DVD...

LATEST

Just in! The very latest gaming vids

MARK ECKO'S GETTING UP

- DYNASTY WARRIORS 5
- HAUNTING GROUND
- ENTHUSIA: PROFESSIONAL RACING
- AREA 51
- FINAL FANTASY VII: ADVENT CHILDREN

HANDS ON

Exclusive footage from all the hot new games

TEKKEN 5

- MONSTER HUNTER
- WORMS 4: MAYHEM
- RAINBOW SIX 4: LOCKDOWN
- DRAGON QUEST V
- WILD ARMS: THE 4TH DETONATOR
- SWORDS OF DESTINY
- KESSEN III
- PHANTOM KINGDOM
- BIG MUTHA TRUCKERS 2

REVIEWS

Reviews for new PS2 games with commentary

DEVIL MAY CRY 3

- FIFA STREET
- BROTHERS IN ARMS: ROAD TO HILL 30
- NBA STREET V3
- KING OF FIGHTERS: MAXIMUM IMPACT
- NFL STREET 2
- CONSTANTINE
- PLAYBOY: THE MANSION
- EVERYBODY'S GOLF
- WORLD TOUR SOCCER

SPECIAL

The history of the Tekken series

- TEKKEN I
- TEKKEN II
- TEKKEN III

DOJO

The best tapes we recieved this month

- BURNOUT 3 BY KHALID AL-JAFF
- DEF JAM FIGHT FOR NY BY KHALID AL-JAFF
- SECOND SIGHT BY GAVIN MCINTYRE
- THUG2 BY EVAN HARVEY
- PES 4 BY GRANT BARTER

TEKKEN 5

Back again – bring on the beatings.

ENTHUSIA PROFESSIONAL RACING

Grander than *Gran Turismo*? Judge for yourself.

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

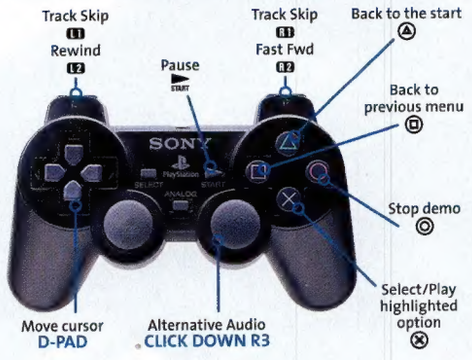
■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R2 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION



EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

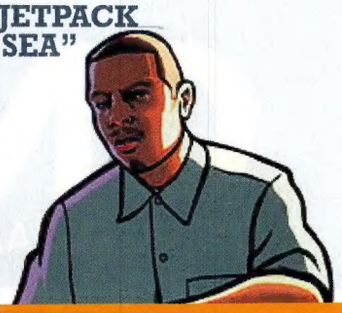
CREDITS: Find out who does what. And give them credit for it.

COMING NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. Next month we'll be featuring yet more of YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved. PLUS the latest game played to death!

Letters

QUOTE OF THE MONTH: "SO I TOOK MY JETPACK AND SOMEHOW FELL INTO AN ENDLESS SEA"



THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk – subject line 'Letters'

► **WRITE TO:** Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

FRIENDLY FIRE: "I'VE ONLY MANAGED TO FIND ONE PERSON EVER IN WORLD SNOOKER"

► **Dear PSM2,**

Is there anybody there?! After finally taking the plunge and going for the online experience, I'm not really sure whether other players really exist or are just a figment of a higher being's imagination. After battling with Sony's attempts to deter online players, I finally got the Central Station logo up. So now, if I didn't want to play *Hardware* for eternity, I'd need to invest in some top titles. After a month of extensive research, I've found that *SOCOM 2* and *Killzone* are constantly in use, but have only managed to find one person ever on *World Snooker*, two English speakers on *TOCA 2*, three people who seem permanently trapped in *XIII*, two in *Tiger Woods* and six hardy souls in *Rising Sun*.

Are there really so few people connected that only two games provide a challenge? It hardly helps that it's such a challenge in itself in the first place – it took me three hours on the phone, a trip to PC World (to find their staff had given up on PS2 problems) and major research into PC ports. Why can't I just plug it in? Despite this I'd still encourage everyone to try it – online gaming is brilliant when it works. And if anyone fancies a game of snooker or golf, they know where to find me...

Ian, via email

Hmm. Until you can just plug in, switch on and start shooting, online gaming will stumble like this. Consoles are immediate and easy to use – Sony needs to make online play the same. Anyone else had a notably good or bad experience?

SEEN THE SCENERY

► **Dear PSM2,**

I love driving and adventure games set in real cities, so *Driv3r* was a real thrill with Nice and Istanbul – everywhere else it's always London, New York and Tokyo. Developers must realise the are lots of fantastic cities out there: Barcelona, Hamburg, Stockholm, Cape Town... and what about all those huge South American cities? Some new locations, please.

Neill, email

It's a good point, though Florida will feel a bit left out – *Driv3r* had Miami as well. But perhaps the real problem is that too many game cities are not really capturing the true atmosphere of the place. After all, you could have visited Glastonbury (*Broken Sword*), Paris (*Tomb Raider AOD*), Mars (*Red Faction*) and even the Rhondda Valleys in Wales (*Shadow Hearts 2*), but none of these have caught your attention. Maybe they just weren't as evocative as *Driv3r*'s efforts? Maybe developers need to work on locations with personality, as well as characters? Oh, and Neill's email had a lovely background of fluffy white clouds. Very restful. Good work.

WHEN AM I COMING DOWN?

► **Dear PSM2,**

On the Dojo page recently it said something about a secret tattoo shop in *San Andreas*, so I tried what

GOIN' POSTAL

Most of you write in with great points in perfectly understandable English. But only most of you. Look, if you've nothing to say and no ability to say it, go into politics.

A BIT SHEET

I was lying in my bed just wondering, as we Scottish tend to do.
Terry C, email
He couldn't even be bothered to finish his name off properly, look. Och.

STROLL ON

Also I was walking really strange in the karate gym.
Carole Laughton, Devon
Oh, had your black belt fallen down? It's a nightmare when that happens, isn't it?.

TATT'S ALL, FOLKS: There's a secret tattoo shop in *GTA*. But this isn't it, actually.

SPEAK TO THE TEAM APRIL 22ND

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday April 22nd when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"MICHIGAN LOOKS INTERESTING AND VAGUELY PERVERTED"

you said and flew up and out of the gym into a ghost world. I tried to fly further up but it pushed me down for a few minutes, until I hit a white background and saw what looked like a green pattern swerving, so I took off my jet pack and ran towards it and somehow fell into a endless sea. It was really weird. Also, is it just me or does Decius from *Shadow of Rome* look a lot like Sylvester Stallone?

Michael A, email

Whoa Michael, cut back on the sugar. But seriously kids, just say no to drugs. Well, not to the actual drugs, but the faces of the people holding them. Well, into their ears. Saying no to the actual drugs will have very little effect.

SUFFERING ALONE

►Dear PSM2,

I am currently enjoying *The Suffering*, a title I overlooked last year and only tried because I rented it along with a few more well-known titles This got me thinking about other overlooked titles and how PSM2 could play a more active part in promoting games nobody bought. Perhaps you could drop all that Pro-Dojo bollocks and have a 'rewind' section devoted to championing old classics or unusual games people didn't buy?

Also it seems to me you waste a lot of space reviewing and previewing the same triple-A titles as your competitors. Why not give that coverage to the underdog? Tell us exactly why *Ico* is fantastic in a four page retro review. When I walk into my local shop I normally go straight past the newer titles and straight to the older ones, because I find the pre-owned racks more diverse and interesting. For example I never knew there was a PS2 game called *Evil Twin* and I have no idea what it's like. This game isn't listed in your mag yet I saw it in the racks.

I found issue 59 to be a bit thin and yet you devoted eight bloody pages to *Gran* (yawn) *Turismo 4*. Why not give it only one page and do obscure Japanese import titles instead?

Michigan looks interesting and vaguely perverted, run eight pages on that. With an exchange/refund policy in most stores, people are going to go and buy the big games whatever you say about them. Tell us about the small games, the interesting games, the overlooked games.

You've got to sell mags, I appreciate that, you've got to follow up on the latest and greatest. All I'm saying is you could still do this but shift the emphasis away from AAA titles in your features and reviews.

Paul Nathan, email

First Miami gets 'snubbed', then Michigan gets 'slammed' as vaguely perverted... we'll all be spinning on the Axis of Evil if you're not careful. Anyway, triple-A translates as 'massively popular,' which means lots and lots of people want to read about them... which is why we bring you all we can. And although you're not interested in *Gran Turismo*, more than quarter of a million people bought *GT4* in its first week, making it the fourth-fastest selling game ever. Thats a lot of people who'd like to read about it. And if we 'shied away' from 'the latest and greatest' in our features and reviews, where *would* we write about them? Still, a fair point, and we'll doing our best to champion the unsung heros and up our coverage of lost gems. *Evil Twin*, mind, was rubbish so we blew the space on something better. Sorry.

CHARNEL HUT WENDY X

►Dear PSM2,

To start, I am a huge fan of your magazine even though you put a tiny bit of my last letter down the bottom of the page under the curious title 'Onion Bag'.

Michael Veal, email

Is this better?

LOOKING OUT: Much as we [illegible], eight page blowouts

HAIRDRESSER ON FIRE

The Boss in *Metal Gear Solid 3: Snake Eater* looks like a man and Eva has a spade face and bad hair.

T Burbank, Staines

Not all evil doers have bad hair, though. Look at the Mekon.

MASS DEBATE

The *Sonic* games played a part in my ever growing taste for self satisfaction.

Robert Thorpe, email

it was Janet Ellis from Blue Peter that did it for us. She could sticky-back our plastic anyday. Or summat.

TEATS 'N' CHIPS

Press ⓡ, Ⓐ, Ⓞ? This could be wrong, as I think it may be the opposite – Ⓐ, ⓡ, Ⓞ.

Michael, email

That's a) useless and b) not the opposite. Can you have an opposite of shapes?

UNWORTHY

Maybe we don't deserve METAL GEAR 3, RESIDENT EVIL 4 or DEVIL MAY CRY 3?

Sosna30, email

Stop SHOUTING.

STOP WHINING

How on Earth, could a game like *Need For Speed Underground 2* be number one?

Sosna30, email

Maybe more people bought it than any other game?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

FEEL THE BURN: You can moan about them, but as EA owns no *Burnout 3*, remember...

FOR WHAT?

►**Dear PSM2,**
Sorry to sound like an ass but I can't find the score. I had enough trouble finding the website (typo in the mag). Can you email me the score?
Chris Kerry, email
Yes, of course. If only we knew what the hell you were talking about.

EA 'IN IT FOR THE MONEY' SHOCK

►**Dear PSM2,**
Why does Electronic Arts feel the need to get their greedy fat fingers into every profitable gaming pie in the whole industry?
Craig Johnson, Colchester
Craig... look carefully, Craig. The answer, Craig, is in the question. *Profitable*. That's a clue. Craig.

KEEP THE FAITH

►**Dear PSM2,**
It's annoying me that games are compared to the *Grand Theft Auto* series as if it's the 'bible' of all games. For example, I recently read *Spiderman 2* had a '*GTA* free-roaming feature' and *Need For Speed Underground 2* had free-roaming gameplay like *GTA*.' *NFSU* is totally different, how can people compare the two? I could understand it happening when *GTA* first appeared. However, after all these years and as lots of other games have taken these features, why do people need to refer back to *GTA*? Why not *Spiderman* or *Driv3r*? In years to come, when a new revolutionary game arrives, will you still compare it to *GTA*? There's more to gaming than this, isn't there?
Paul Ransom, email
Not sure 'bible' makes much sense, but *GTA* is a benchmark for other games. That's because *GTA:SA* was daring, unique, a phenomenon that changed the landscape. People still cite The Beatles, for instance, not their copycats – references only change when the benchmark is *raised*.

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

CHECK FOR COPS?

►Dear Robo-Mind,
My PS2 has been making a loud 'ner-ner-ner' sound as of late and it's beginning to get really annoying. You see, when I turn on my PS2 all is well, but then this noise begins and for some reason the sound in the game that I'm playing disappears for a few seconds – then it goes back to normal. The games I play have been freezing up completely as well. This is beginning to worry me as two of my friends' PS2s recently went kaput. Is there any way that I could fix this problem? Secondly, I would like to know what subject I would have to take as A-level so I could go to university and study how to make computer games for a career.
Adam Doherty, Londonderry

RAGE FOR THE MACHINE

►Dear Robo-Mind,
John Connor is alive and well. Come anywhere near him and a certain 'Governor of California' will have something to say about it. You are a Dalek look-a-like and should be sent to the scrapyard straight away. The PSM2 writers will be better off without you. There will be NO robot war in 2007 and humans will continue to rule the planet! Ha Ha Ha!
Matthew Andrews, Rustington

AGAIN WITH THE CRETIN

►Dear Robo-Mind,
Seriously, can you play PS2 games on the PSP?
Frank De Botton, Aberystwyth

© Kobal

grand theft auto San Andreas™ POSTBAG

This is the place for your letters about the best game in the world

New Balls Please

►Once they were funny, now they're just plain annoying – how can a game so good have so many glitches? One is that when I jump out of a plane and open a parachute, no 'chute comes out. CJ goes into the right position and it makes the sound, but no canopy and no slowing down. Eventually... SPLAT! Another glitch is that I can't play bloody basketball anymore! I've completed the missions and was bored and thought I'd go play, but not a single court in the game had a ball, not one! Some are still fun. When you start Mt. Chiliad challenge for example, go over the side of the mountain, jump off the bike and immediately open the parachute. When you respawn back on the bike on track, the parachute should still be open while CJ is riding the bike! Finally, I've found another car with the strange markings – claw marks? Chainsaw? North of the aircraft graveyard, head under the bridge which leads to a secluded beach with a little shack and a speaker from one of Mike Toreno's missions. It's called a Saddler.
Luke Watkins, Maidstone
With so many people playing such a vast game with so many possibilites, odd things are bound to turn up..

It's All So Clear Now

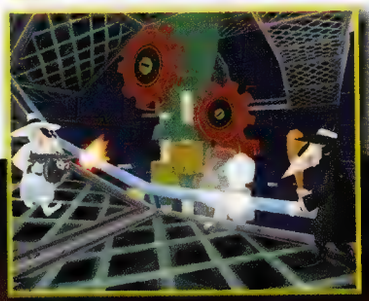
►I think I found out what the seven points you were talking about on Toreno's map mean. My guess is they are places that're under investigation. The Truth's farm was one place. Area 69 was another. Maybe there is some other story going on in *San Andreas* that we don't, and won't ever, know about.
Rory O'Shea, email
Well, that clears that up, then. Again. All we need now is for someone to start a religion around the whole idea of some wonderous conspiracy for which there's zero evidence and we'll be set. Perhaps if the next GTA is online, people can start bombing each other for saying the wrong things? San Andreas is surely the first game to have generated its own urban myths – Bigfoot and Leatherface – so why not the first to generate a whole belief?

We'll Be In Touch...

►I spent months saying *San Andreas* would be the best game ever before it came out, then bought it and it was the best game ever like I insisted it would be before I knew. I've completed all the missions 26 times with only one hand in just two minutes and think it's too easy and the graphics are terrible and you can't make CJ do chicken impressions but apart from that I was right, it's the best game ever. I hate gangsta and hate men dressed and have found a great way of getting between bikes to avoid people getting in the way.
Dave Moody, email

SPY vs SPY™

EXTRA FEATURE - contains a version of the original 8 bit game



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"RESI 5 IS IN PRODUCTION FOR NEXT-GEN CONSOLES AND WILL TAKE OFF FROM WHEREVER RESI 4 ENDS" **LATEST RESIDENT EVIL NEWS PAGE 19**

Acce

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HIDEO KOJIMA TALKS MGS4

We meet up with the great man in London and share a meal of bees and worms with him. No, really.

18

BATMAN BEGINS

New shots and info on the game that'll be the best *Batman* ever – provided EA get their way. This ain't no *Catwoman*. No way.

26

MEET THE PSM2 PS3

PSM2 predicts what the next PlayStation will do and even what it will look like. Flip to page 25 and face the future... now!

You want more?!
Check out *Shadow The Hedgehog* (18), *Sin City* (19), action from the PSM2 PS3 league (22), and your chance to design the next *Prince of Persia* (20). It's heaving.

THE BURLY BRAWL

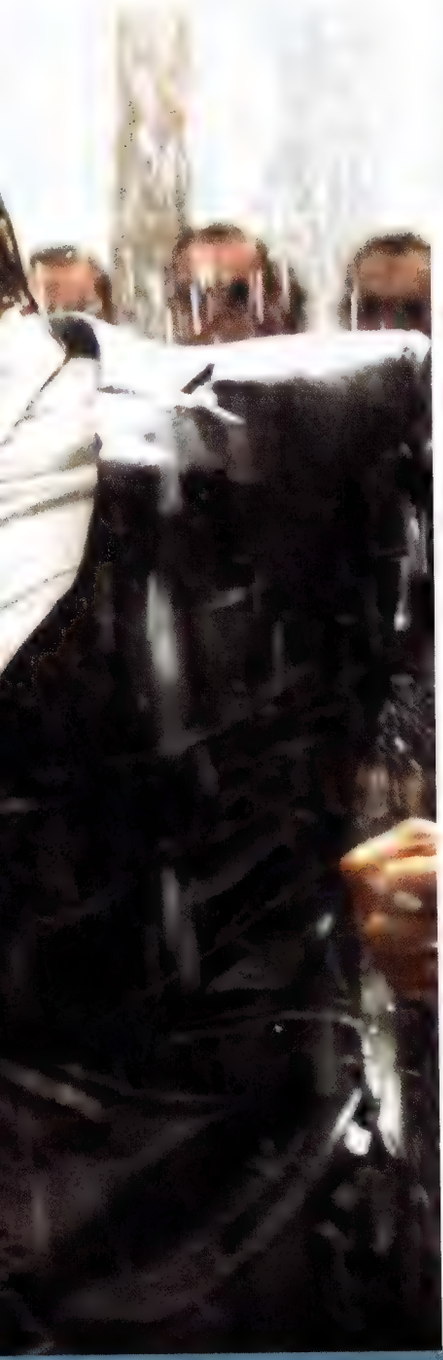
The highlight of the game premier at Berlin was NOT the fantastic new trailer (coming to a PSM2 DVD soon) but a short tech demo that showed an amazing 800 Agent Smiths limbering up in the school playground set from Reloaded. All running on PS2 and – as the camera swept and panned around them – all silky smooth. Incredible.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

FIGHT 800 AGENT SMITHS

The Matrix lives on in *The Path of Neo*. "It's the game you all wanted last time," claims apologetic Shiny head honcho.



Getting a game-maker to admit that they made a mistake is hard but that's what Shiny Entertainment boss, Dave Perry did in Berlin recently, with PSM2 in attendance. His confession? That their six million-selling *Enter The Matrix* game wasn't all that it could have been. The reason why he's suddenly prepared to confess? Their new game is *The Matrix: The Path of Neo* which finally does everything that the last one (frankly) fudged. Heck, it's even got Keanu Reeves in it this time.

"IT FINALLY DOES EVERYTHING THAT THE LAST GAME FUDGED"

It sounds crazy now but they *actually made* a *successful* game based on the last two Matrix movies without featuring *any* of the real stars. Now, for the sequel, they're fixing everything. Thank Christ.

Out go the rubbish driving and submarine bits and in come fully lifelike character models of Keanu, Carrie-Anne Moss and Laurence Fishburne. "Of the three movies, which was your favourite," asked Dave. "It was the first one, right? You all wanted a Neo game and we gave you a Niobe game." He's dead right.

The result is that the new game is 80% based on the first (infinitely superior) movie. And there's none of that 'alternative side story' bullshit either. You get to play in all of the locations and events that made the first movie great.

The fighting has been ramped up to be even smoother with even more moves – including amazing aerial in-flight fights (yes, Neo can fly) – and new aiming and shooting routines make gunplay even more accessible. The burly brawl from Reloaded – something too complex for *Enter The Matrix* – is in there this time too. See opposite for amazing first details on this. It looks sensational.

Levels that aren't lifted straight from the films include weird Matrix-mangling up-is-down-and-down-is-up alternative realities and movie directors the Wachowskis have been employed to oversee the training levels – each inspired by one of their favourite kung-fu films. This has got the lot.

PSM RECKONS *It's the maxed-out Matrix game you always wanted. But is it too late? Is there still life in the franchise after the Wachowskis effectively killed off their own creation with not one but two utterly sub-standard sequels? We hope so.*

NEW MATRIX GAME, EH? BUT CAN I DO THIS?

PLAY AS NEO?

Of course you can. And that famous lobby scene from the first Matrix film is here. Yes, you can shoot the columns up, yes, there's loads of guards to kill and yes, you fight alongside a co-operative Trinity. It's so good they've made it the first level of the game so everyone gets to play it.

HAVE GUNS? LOTS OF GUNS?

And swords too. The new game is all about action, exploration with endless gunplay and kung-fu. We saw amazing multi-character fights with swords, fists and guns, and the Havok physics engine takes care of the piled up corpses as you punch and kick them around like falling skittles.

DRIVE A FLYING SUBMARINE?

Nope. Shiny have completely ditched the driving sections that plagued *Enter The Matrix*. In their place we spotted a brief clip of a scene lifted straight from the first movie: manning the machine gun on the side of the helicopter as it shoots away the side of a skyscraper. Cool.

MGS4 CONFIRMED FOR PS3

WIN BIG! Flip to page 104 for your chance to win Kojima-signed MGS goodies and a real life-size Solid Snake!

Kojima steps aside as man with pudding hair reveals there's 'no place to hide' in Snake's next-gen debut.

LIGHT FANTASTIC: The *MGS3* Berlin launch was lavish.

MIC CHECK: The bloke on the left is Art Director Yoji Shinkawa..

SPECS IN THE CITY: *MGS4* might be set in the urban jungle.

"This is the bit where you're supposed to laugh," explains *MGS3* Producer Hideo Kojima. We're in Berlin for the global premiere of *Metal Gear Solid 4* and staring blankly at the words "Director: Alan Smithee". As we scratch our heads, one of the smarter journalists explains that 'Alan Smithee' is the joke Hollywood name attached to films that have been disowned by their director. Suddenly, the penny drops. It's a classic Kojima joke – obscure, but vaguely educational – and exactly the kind of individual madness/genius that we'll be missing now that he *won't* be directing the forthcoming *Metal Gear Solid 4*.

Of course, regular readers got the scoop last month, but what we didn't know is that *MGS4* will be produced by Ken-Ichiro Imaizumi, and not *MGS3* producer Yoshioka. Ken-Ichiro who? He's the bloke with the pudding-bowl haircut and nice leather jacket in the photos. He speaks exemplary English and worked on such great titles as *MGS3*, *Silent Hill 2* and, er, *Frogger Beyond*. "We want to feature a fresh, intriguing storyline and gameplay," chimes Ken, "Plus captivating graphics

"JUDGING BY THE HINTS, WE'RE BETTING METAL GEAR SOLID 4 WILL BE SET IN A BUSY CITY"

PSM2 EATS SNAKE... And alligator. And locust. And bee.

Is snake as tasty as Big Boss makes out? PSM2 cooked one up with Hideo Kojima to discover the truth.

After the fun in Berlin PSM2 was lucky enough to share dinner with Hideo Kojima in a plush London restaurant. What did we eat? Lobster? Baluga Caviar? Stuffed vine leaves full of edible money? Nah – scorpions, alligators and bees. Seriously, thanks to a publicity stunt that left us wishing *MGS3* was set on a giant cheeseburger. Here's how Snake's jungle 'delicacies' taste in real life.

1) SNAKE

SNAKE SAYS:
"Mmm... tasty"

WHAT IT REALLY TASTES LIKE:
Mmm... a bit like pork, actually Despite chewing it for over five minutes, and gagging every time we saw the cooked snake (resembling a wrestler's turd) on the table, the smoky taste made it quite palatable. Repeat: *quite*. Not that we'd be up for a roast snake sandwich, mind you.

2) ALLIGATOR

SNAKE SAYS:
"Outstanding"

WHAT IT REALLY TASTES LIKE:
If we were trapped in the jungle with no Mars Bars and a tranquiliser gun, we'd probably eat a lot of alligator. Or, being honest, tranquilise ourselves and pray for a quick death. Great texture, even if we were slightly fooled by (and thankful for) the liberal dousing of chilli sauce.

3) LOCUST

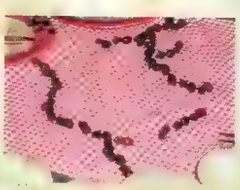
SNAKE SAYS:
Nothing, 'cos they're not in the game. Yet we still had to eat one.

WHAT IT REALLY TASTES LIKE:
It was honey roasted and fairly digestible, but staring at your hands and seeing its actual locust shape was enough to make you sick. Which was still better than getting locust legs trapped in your teeth, which *actually* made you sick.

4) BEE

SNAKE SAYS:
"Mmm... tasty."

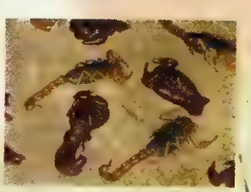
WHAT IT REALLY TASTES LIKE:
It tasted like beer, because if you think we were going chew one and risk having its eye pop in our mouth, when it was just as easy to pretend to chew it and swallow one whole with a huge sip of comforting Stella Artois, then you've got another think coming, miladdo.



5) ANT

SNAKE SAYS:
Once again it's not in the game – but he does eat a spider.

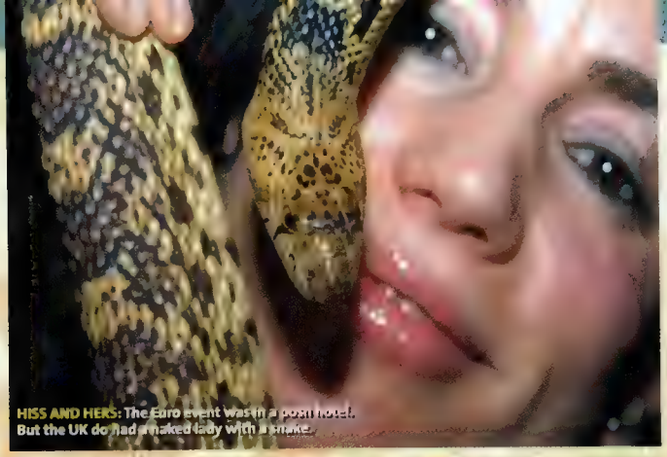
WHAT IT REALLY TASTES LIKE:
Like a giant rice crispy – if breakfast round your house is simultaneously crunchy, yet nauseating. If wishing you'd listened more carefully to your careers advisor had a taste, it'd be this. Actually, your careers advisor probably tastes better.



6) CHOCOLATE SCORPION

SNAKE SAYS:
"Bad."

WHAT IT REALLY TASTES LIKE:
Some bloke said it was like a toffee crisp, causing the man behind to bark, "I don't know what Toffee Crisps taste like round your way!"



HISS AND HERS: The Euro event was in a posh hotel. But the UK do had a naked lady with a snake.

BERLIN CALLING: Look, it's the Brandenburg gate.

HAIR APPARENT: This is Ken-Ichiro Imaizumi, the new Producer of *MGS4*. Nice bloke. Great hair.

and more features while remaining completely true to the core of the *MGS* series – being Solid".

Further details were scarce, but the phrase 'No place to Hide, No Place for Hideo' was revealed, while *MGS* veteran (and character designer) Yoji Shinkawa burbled on about the *MGS* series being like the four pillars of katana blade fighting, comprising its own key elements: Game design, Graphics, Sound and Story (the most important).

PSM RECKONS *Judging by Kojima's hints about MGS4 over the page, we're betting it'll be set in a busy city. The crowds would show off PS3's graphics, and it'd certainly be 'thrilling' trying to shuffle through hundreds of people in disguise (for example, sneaking past airport security). It'd also move MGS into the GTA-loving urban era and makes sound marketing sense. One last titbit: we collared new Producer Ken-Ichiro at the MGS3 UK launch event and asked if we'd see him at E3. His reply? "I hope you won't be disappointed." If they don't show the first footage at the PS3 unveiling in May we'll be shocked to our bones.*

HIDEO KOJIMA SPEAKS!

The genius producer of *MGS3* shares his thoughts with PSM2 on PS3, why Raiden-bashing makes him sad and the 'thrilling' secret location of *MGS4*.

You've long talked about making a 'raw' game that punishes the gamer heavily for his mistakes (for example, when you reach 'game over' the disk will self-destruct). Is this something you'd still like to do?

If you could reduce *MGS3* to one level, boss or sequence that best represents what you wanted to create, what would it be?

Given your previous tricks (like Psycho Mantis reading your memory card in *MGS*) how do you plan to exploit next-generation technology?

Given that you perform so much testing, did you know how much mischief Raiden would create in *MGS2*?

Were you upset at the reaction to Raiden?

"IF THEY INTRODUCE A NEW CONTROLLER THAT LETS YOU SMELL OR TASTE THINGS, I WOULD BE DELIGHTED"

Now you've moved away from *MGS*, how did the decision come about for Ken-Ichiro to do it, and what do you hope he will bring to the series?

Er, yes, but what about PS3?

What will the meal be missing without your input?

The *MGS* games feel very much like the work of a single person. Does Mr Kojima believe in focus testing his games or does he prefer working from one person's vision down?

What did you mean by saying there will be 'no place to hide' in *MGS4*?

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT. ZERO BULLSHIT

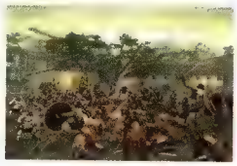
BATMAN BEGINS

Like Splinter Cell but in a black rubber suit. Hang on...

There's a heavy influence from Splinter Cell", admits Assistant Producer Ben O' Donnell as he slips an optical camera under a door in a scene that's, yes, quite a lot like a certain Ubisoft game. This Batman favours stealth over combat, and uses remote weapons like Smoke Grenades, Cam Hacks and HF Transponders (using high frequency noise to attract a swarm of bats) to strike fear into his foes. Fortunately he still does it dressed in codpiece 'n' cape.

The more scared they become, the easier they are to disable, see, using a variety of fun, if stoogy, punches and sweeps. It's typically, slick, cinematic Ubisoft – true to the forthcoming Christopher Nolan film but essentially linear underneath the dazzling pyrotechnics. On the bright side, it's waaay better than *Catwoman* – think *Splinter Cell: Lite* on a high SFX budget – and we do get to drive the beefy new batmobile. Expect a full hands-on report next issue and remain cautiously upbeat.

Now we don't make a habit of bigging up PC strategy games, but ***Rome: Total War*** is brilliant and now PS2 is getting its own version with ***Spartan: Total Warrior***, a new action strategy spin-off of the game behind BBC2's Time Commanders. Epic stuff.



SHADOW THE HEDGEHOG

"No, Sonic hasn't gone septic – I'm Shadow the Hedgehog, the blue lad's evil arch nemesis. Brrr. Scary eh? No? Arse. As you can see, I'm 'packing heat', which is in no way a cynical attempt by Sega to appeal to the youth market. No.

Anyway I first appeared in *Sonic Adventure 2*, but I'm getting my own self-titled game now which is looking fast, action-packed and heaps of fun.

It blends bits of *Sonic Adventure*, *Sonic Heroes* and the classic Mega Drive games (check out *Sonic Mega Collection Plus*) and is looking sweet indeed.

I'm off to bust caps in a crab's ass. See ya."

LMA MANAGER 2006

From Batman to Statman... This sequel to PS2's most popular football management series is promising a radical overhaul of the core game engine.

There's a new AI-led transfer market. There are no more straight 'Yes' and 'No' answers – you can now enter into negotiations, barter with other managers and actually discuss terms and clauses. The new 3D engine also lets you see your manager in action, letting you shout from the sidelines and make spot tactical decisions during the live match. The definitive football management game on PS2 just gets better.

SIN CITY

Rockstar's parent company snap up this summer's sexiest all-star movie – *GTA* fans must read on...

Hollywood screenwriters Flint Dille and John Zuur Platten – who wrote *Chronicles of Riddick* on Xbox – are working on a videogame script for Director Robert Rodriguez' (of Desperado fame) forthcoming blockbuster, Sin City. It's based on the legendary Frank Miller comics, set in a bankrupt metropolis called Basin City with multiple plot threads and an all-star cast.

The *big* news? The game will be published by Rockstar's parent company Take Two (We say "So you're NOT doing a Sin City game?", they say, "Err... no comment"). Rockstar recently patented the name *GTA: Sin City*, while their recent financial report indicate a 'mystery' game due before Christmas. The film practically *is* GTA come to life – rife with sex, violence and corruption – so fingers crossed for Rockstar developing the game. It it all turns out to be true, remember, you read it here first...

THE FREAKISH FOURSOME

The film features an all-star cast linked in Pulp Fiction-style interweaving plot threads. Here are some of the movie's key players....

BRUCE WILLIS IS HARTIGAN

Hartigan is perhaps the only good and honest cop in Basin City. He also has a remarkable hairpiece covering one almighty baldspot.

JAIME KING IS GOLDIE

Goldie is a hooker who dies horribly at the start of the film. Maybe she'll star in her own bongo-based minigame. Hmm...

BENICIO DEL TORRO IS JACKIE BOY

Jackie Boy is a corrupt cop with a penchant for violence. He's named after racing legend Jackie Stewart apparently. Actually, that's a lie.

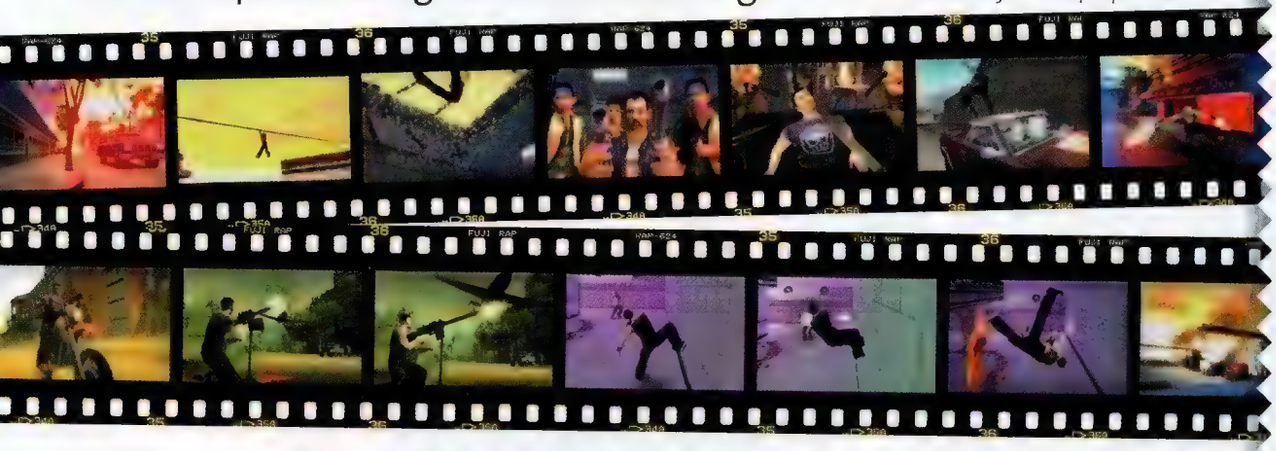
DEVON AOKI IS MIHO

Miho is a deadly Japanese assassin. Her speciality is smothering men to death with her gigantic dish-shaped face.

TOTAL OVERDOSE

Think *Grand Theft: Mexico*, but directed by Jon Woo with planes and guitar case machine guns.

SCi will be publishing *Total Overdose*, pitched as a cross between GTA and Robert Rodriguez' El Mariachi films. From the trailer it looks *very GTA*, but insane fun. We especially love the wall running 360° cartwheel Uzi shots. And ability to steal people's hats.



"VIVENDI DROP A BOMBSHELL."

RIDDICK/HALF-LIFE 2 FOR PS2

While quizzing publishers Vivendi about Xbox favourite *Chronicles of Riddick* coming to PS2, they admitted that a *Riddick* game was unlikely to appear, but – here's the good news – it could be coming as an enhanced PS3 game. Closer to home, in shock news, developers Valve are signed to produce versions of their PC epic for all consoles, including PS2! Whether our reluctantly ageing console can handle the techno-heavy *Half-Life 2* remains to be seen, but we could be seeing a scaled-down version or a spin-off. This is brilliant news as these are two of the best FPS titles around.

JAILHOUSE ROCKS: *Riddick* on PS3 would be a an absolutely amazing

"TOO EVIL FOR PS2?"

RESI 4 PS2 BESTS CUBE VERSION

Rumblings in the Nintendo realm suggest that the PS2 version of Gamecube masterpiece *Resident Evil 4* will be visually inferior, but Capcom have told PS2 owners not to worry. They have the entire team working on the conversion and won't simply release a half-arsed port. We're also told that this will be the definitive version of the game with a load of new extras including new levels and weapons. Furthermore, Capcom have also announced that *Resi 5* is in production for next-gen consoles with a story that kicks off from where *Resi 4* ends. Neat.

"DUNN AND DUSTED"

BURNOUT 4 MAKES DARK U-TURN

The sequel to Criterion's ace racer is taking a 'gritty' new direction, with litter strewn streets and a scuzzy '70s vibe. Details are scarce, but we may see some free-roaming elements (like *Midnight Club*) as long hinted by Creative Director Alex Ward. Oddly enough, the game is being produced by Emily Newton Dunn, the smiley, chop-haired presenter of Channel 4's now defunct game show Bits. The key question is, if Director Alex Ward claimed *Burnout 3* was like "*Burnout 4* and *5*" rolled into one, then what does that make this? *6urnout?* Or, er, not.

MUHAMMAD ALLEY: The gantry's are all a bit D[illegible]. But [illegible]tter.

HELP DESIGN THE NEXT PRINCE OF PERSIA

A once-in-a-lifetime opportunity to help create the next *Prince of Persia* game.

P*rince of Persia* creators Ubisoft have asked YOU, the readers of PSM2, the people in the know, to help design the next *Prince* game. *The Warrior Within* has proved incredibly popular but what can they do to take their award-winning franchise to the next level? We want you're ideas and are prepared to pay you handsomely for them.

Tell us what you'd like to see improved, tweaked or just changed altogether. Extra kudos for originality, folks. Maybe you could draw your entry? Or film yourself performing it through the medium of mime? Be as creative as you can for a better chance of success and you could win... the biggest and best telly in the world!

A Philips 42PF9946 42" flatscreen monitor. Jeeeesus!

SOMETHING TO GET YOU STARTED...

Asking around the office, we cobbled together a handful of good ideas and bad ideas. This should give you an idea of what we're after.

Good Ideas!

- Could it be a prequel charting The Prince's boyish life before the *Sands of Time* incident?
- Should more magical powers be introduced? Maybe the Prince could chuck fireballs?
- More exploration of the game's famous large environments. A little less combat, perhaps?
- RPG elements. Could we upgrade the Prince, learn new abilities and fiddle with stats?

Bad Ideas!

- Introduce vehicles like armoured jeeps, tanks and helicopters.
- It should be set in space. In the future. Or on the moon.
- The Prince should have an even larger beard and baggier pantaloons.
- Build your own palace and maintain a sexy harem.

SEND YOUR IDEAS TO...

PRINCE OF PERSIA: IDEAS WITHIN
PSM2
30 MONMOUTH STREET
FUTURE PUBLISHING
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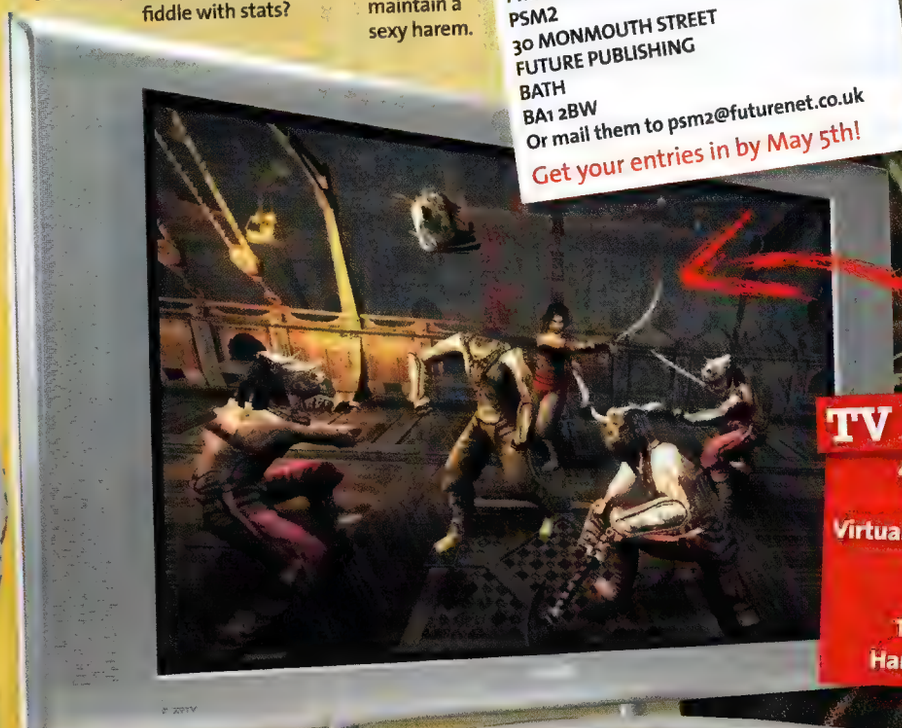
BA1 2BW
Or mail them to psm2@futurenet.co.uk

Get your entries in by May 5th!



TV FEATURES

- 42 inch LCD screen
- PC Connectivity
- Virtual Dolby Surround Sound
- Parental Lock
- Smart Text
- Two Scart Sockets
- Hanging Options. YES!

Accelerator extra

Last minute additions to the news bucket...

PANZER ELITE ACTION

Command real WW2 tanks through a series of war-torn battlefields full of evil swines to trundle over. Choose from over 15 period tanks, including the titular German Panzer.

STARGATE SG-1 THE ALLIANCE

Based on the popular Stargate SG-1 TV series, this action/adventure promises massive environments faithful to the series and plenty of FPS action. Details are thin, but we'll keep our eyes open.

BIG MUTHA TRUCKERS 2

The first game, having sold over a million, has spawned a sequel. That means more crude innuendo, trucking across America, delivering goods and spilling your load all over the freeway.

BRIAN LARA CRICKET

If you like cricket, you like cricketing legend Brian Lara. Look out for – yes! – *Brian Lara Cricket*, the new sim from Codemasters. It uses motion capture for a faithful recreation of the sport.

BLOODRAYNE 2

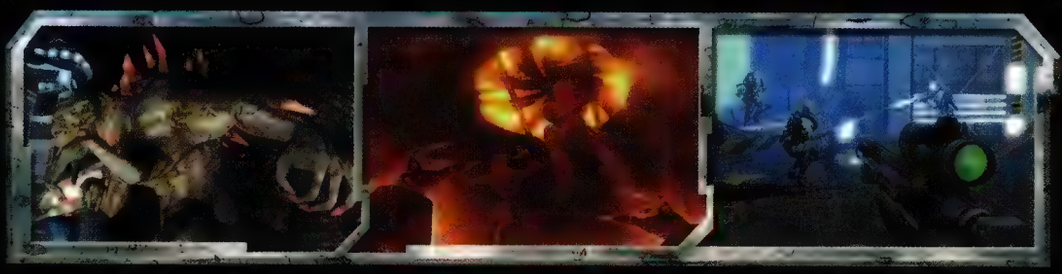
The bondage-obsessed vampiress and Hollywood star returns for another gore-pumped adventure. The first game made us weep blood, but we reckon they can turn things around for the sequel. Maybe.

GAUNTLET: THE SEVEN SORROWS

John Romero, of *Doom* and *Quake* fame, is helping create this reworking of ancient retro classic *Gauntlet*. The developers say it'll be the darkest, most intense *Gauntlet* game yet.

AREA-51™

THE CONSPIRACY IS NO LONGER A THEORY



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PSM2 + KONAMI

PRO EVOLUTION SOCCER nationalleague 04 05

pesleague.co.uk

TIME TO HIT THE TOON

We head North for a look at the Newcastle *PES* league.

Our tour of the UK's *PES* leagues kicks off with a trip to Newcastle – home to Alan Shearer, Cheryl Tweedy, PSM2's Prod Ed and possibly the best *PES* players in the country. And, based on the bucketloads of goals on display, who are we to argue?

Round two of Newcastle's league proceedings, held at Cyber Game Zone, threw up a few shock results. Last season's undefeated *PES* superstar, Tachakon Hamthanon (we'll call him 'Tac'), fell to three defeats in a row. Always modest, Tac admitted that he'd not practiced enough with Brazil. "I'll just have to win the rest" he announced calmly. And 'win' he did, smashing Grant MacDonald 7-0, David Clarke 7-1 and Rick Ferro 2-1. That's what we call a comeback.

It wasn't just Tac racking up the goal tally either. Demetris Filippou chipped in with an 8-0 thumping of Anthony Fenwick, and an in-form Peter Willis was on-hand to dish out a 5-0 pasting to Michael Mitchell, before breezing past Michalis Michaelides 6-1. Goals aplenty.

There was even a sterling performance from one of Newcastle's future stars – ten-year old Jonathon Maudlin. 'The Kid', as he's known, took on an older man in the form of James Aldridge and almost pulled off a startling victory. After taking the lead within minutes, little Jonathon had clearly rocked James, and forced him to up his game. After a gruelling ninety minutes, the experience of Mr Aldridge paid off and he went on to scrape a 2-1 victory. But we must applaud 'The Kid' for a first-class *Pro Evolution* performance.

As the kick-off to the Newcastle-Liverpool game drew closer, we filtered out with the rest of the Toon Army, but as they headed off to St James Park to watch their team pull off a gritty one-nil victory over the Scousers, we nicked off on our bus with thoughts of a brilliant day's *PES*-ing action. Cheers, pet. We've had a canny time.

"GIVEN THE BUCKETS OF GOALS, NEWCASTLE'S HOME TO THE BEST PES PLAYERS"

STARE CRAZY: No-one dared blink or move when the action got underway. Now that's concentration.

NEWCASTLE SQUAD: (From L-R) Tac, Ref Jon Lee (in the Newcastle shirt), Wayne McGill and Andreas Socratous.

PLAYER OF THE MONTH

The Belfast league is home to this issue's player of the month, and he goes by the name of Steven O'Reilly. Five unbeaten matches and an average of four goals per game ensured that Mr O'Reilly scooped our award. There's a stack of prizes on their way to you. Well done, fella.

PES'S PREMIER PLAYERS

Who's at the top of the *PES* league in your district? Find out now...

Grant Barter – Brazil
Played 7, Won 5, Drawn 1, Lost 1, Points 16

Stephen Clegg – Czech Republic
Played 10, Won 8, Drawn 1, Lost 1, Points 25

Lewis Coyle – Netherlands
Played 3, Won 3, Drawn 0, Lost 0, Points 12

Fab Cassandro – Brazil
Played 10, Won 10, Drawn 0, Lost 0, Points 30

Matthew O'Neill – Brazil
Played 10, Won 8, Drawn 2, Lost 0, Points 26

Kris Ogirri – Brazil
Played 10, Won 8, Drawn 0, Lost 2, Points 24

Vishnu Papineni – England
Played 10, Won 9, Drawn 1, Lost 0, Points 28

Greg Elliott – England
Played 4, Won 4, Drawn 0, Lost 0, Points 12

Daniel Carnie – France
Played 9, Won 8, Drawn 0, Lost 1, Points 24

Nolan Dickman – Brazil
Played 9, Won 8, Drawn 0, Lost 1, Points 24

Richard Marsh – England
Played 11, Won 10, Drawn 0, Lost 1, Points 30

Shui Ip – France
Played 13, Won 10, Drawn 2, Lost 1, Points 32

Ankush Kapoor – Brazil
Played 6, Won 4, Drawn 1, Lost 1, Points 13

Tevin Sithanen – Brazil
Played 9, Won 7, Drawn 1, Lost 1, Points 22

KONAMI

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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

TOP 20 PS2 CHART

Welcome to the charts page. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	GRAN TURISMO 4 ■ Developer: Polyphony ■ Publisher: Sony	92%
2	1	METAL GEAR SOLID 3: SNAKE EATER ■ Developer: KCEJ ■ Publisher: Konami	97%
3	NE	FIFA STREET ■ Developer: EA Sports BIG ■ Publisher: EA	63%
4	2	MERCENARIES ■ Developer: Pandemic ■ Publisher: Activision	88%
5	3	GRAND THEFT AUTO: SAN ANDREAS ■ Developer: Rockstar North ■ Publisher: Rockstar	99%
6	4	SONIC MEGA COLLECTION PLUS ■ Developer: Sonic Team ■ Publisher: Sega	69%
7	5	THE SPONGEBOB SQUAREPANTS MOVIE ■ Developer: Heavy Iron Studios ■ Publisher: THQ	45%
8	7	NEED FOR SPEED: UNDERGROUND 2 ■ Developer: In-House ■ Publisher: EA	87%
9	8	FIFA 2005 ■ Developer: EA Sports ■ Publisher: EA	79%
10	6	UEFA CHAMPIONS LEAGUE 2004-2005 ■ Developer: EA Sports ■ Publisher: EA	62%
11	11	PLAYBOY: THE MANSION ■ Developer: In-House ■ Publisher: Ubisoft	51%
12	2	ACE COMBAT: SQUADRON LEADER ■ Developer: In-House ■ Publisher: Namco	79%
13	10	PRO EVOLUTION SOCCER 4 ■ Developer: KCE Tokyo ■ Publisher: Konami	94%
14	NE	KILLZONE ■ Developer: Guerilla ■ Publisher: Sony	89%
15	16	THE INCREDIBLES ■ Developer: In-House ■ Publisher: THQ	72%
16	13	WWE SMACKDOWN! VS. RAW ■ Developer: Yukes ■ Publisher: THQ	85%
17	NE	LMA MANAGER 2005 ■ Developer: In-House ■ Publisher: Codemasters	80%
18	NE	SHADOW HEARTS: COVENANT ■ Developer: Nautilus ■ Publisher: Midway	84%
19	NE	PROJECT: SNOWBLIND ■ Developer: Eidos ■ Publisher: Eidos	83%
20	NE	ROBOTS ■ Developer: In-House ■ Publisher: Vivendi	N/A

▶01 GRAN TURISMO

Polyphony's digital masterpiece takes its rightful place at the top of the chart. Expect it to be there for a few months.

▶03 FIFA STREET

Why? This is awful. Please stop buying it. Do you really like MC Harvey *that* much? Sheesh. There is no God...

▶09 FIFA 2005

Right next to UEFA. It's the *same game*! We really don't understand the charts this month. Stop buying pap!

▶12 ACE COMBAT

Surprising. We didn't think anyone would buy this excellent flight sim, but it's been doing well in the charts.

JAPANESE TOP 5 PS2 GAMES

1	SHIN SANGOKU MUSOU 4	■ Developer: Koei ■ Publisher: Koei
2	DRAGON BALL Z3	■ Developer: Bandai ■ Publisher: Bandai
3	DEVIL MAY CRY 3	■ Developer: Capcom ■ Publisher: Capcom
4	JISSEN PACHISLOT SHINSHOUHOU	■ Developer: Sammy ■ Publisher: Sammy
5	NAMCO MUSEUM	■ Developer: Namco ■ Publisher: Namco

***Shin Sangoku Musou 4*, or *Dynasty Warriors 5* as we know it, has taken the chart by storm, even beating Capcom's *Devil May Cry 3*. The Japanese love their historical Koei stuff.**

10 THINGS YOU MUST DO THIS MONTH

1. Strap some goggles to your head and climb a drainpipe.
2. Attack people with a guitar like Dante in *Devil May Cry 3*.
3. Run around in your underpants and try to fly like Astro Boy.
4. Wear a big gold hat and pretend you're Hori from *Kessen III*.
5. Buy a Matchbox car and bling it up with glue and glitter.
6. Use *FIFA Street* to teach yourself preposterous skills.
7. Take *Brothers In Arms* too seriously and get shellshock.
8. If it rains, pretend you're on the boat from *Cold Fear*.
9. Start an exorcism business. It worked for *Constantine*.
10. Grow a beard and make lots of sexual jokes like *The Bard*.

MOST WANTED

THIS MONTH: SIMON REEVES FROM LONDON

Tell us what games you want to see and we'll get 'em for you!

1	DRAGON QUEST VIII	■ Developer: Square Enix ■ Publisher: Square Enix
2	RESIDENT EVIL 4	■ Developer: Capcom ■ Publisher: Capcom
3	FINAL FANTASY XII	■ Developer: Square Enix ■ Publisher: Square Enix
4	DYNASTY WARRIORS 5	■ Developer: Koei ■ Publisher: Koei
5	NAMCO X CAPCOM	■ Developer: Capcom ■ Publisher: Capcom

Your most wanted games – updated (almost) every month!

WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on *Mobile Suit Gundam Z: AEUG Vs Titan*? Well tell us what you want and we'll put it in the mag! Just email a list of what you want to see to us at psm2@futurenet.co.uk.

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PS3

"PLAY YOUR PS3 FROM ANYWHERE"

WHAT? NO WIRES?

It's almost certain that PS3 will be wireless-ready out of the box. With the technology long-established and living large in Sony's PSP already, it's safe to say that they'll go the extra mile and include 802.11 wireless features in PS3.

What will this allow it to do? Well, the most obvious implementation will be the wireless joypad included in the box alongside your PS3. Yup, the new pad – doubtless to be outwardly almost identical to Dual Shock 2s – will be the world's first ever out-of-the-box wireless console controller.

It's also no secret that wireless connectivity will allow PS3 and PSP to talk to each other and share content too. And if you've a wireless router/access point in your home then your PS3 will find it effortlessly and stream in content from the web or Sony central office when you want it to (or when it decides it has to).

PSM2 MAKES PS3

In LA this May, Sony will finally announce PS3. In the meantime, PSM2 have pooled all collected knowledge and added the most informed opinion in the business to create a vision of what PS3 really could be...

So, what is this? This is PlayStation 3. Or rather, it's our vision of what PS3 *could* be. While only a fool would be so bold to claim that everything featured on the PSM2 PS3 is *certain* to happen, we're prepared to go 'balls-out' (as it were) and predict how the machine should be. We felt that if this isn't Sony's PS3, then it's at least what we and the gamers we've spoken to demand from a next-generation PlayStation.

There's no hard-drive. No 'net surfing', no 'centre of entertainment hub' bullshit, just a machine that has the power to play the best games ever, using real technology that either already exists or has been announced and demonstrated.

Over the next few pages, we'll be taking the machine apart, talking about its components and, more importantly, what this means for you.

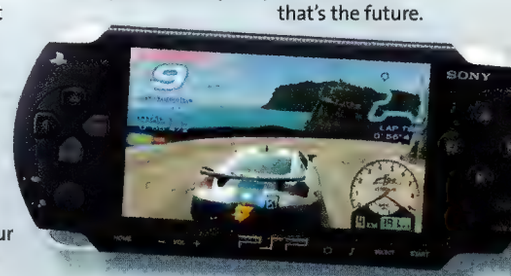
This is a PS3 that makes sense, is possible and – if Sony have any sense at all – will be in your hands come Christmas 2006...

THE PSP CONNECTION

So what can we expect the combination of PSP and PS3 to do? You may be familiar with Nintendo's efforts with the combination of Game Boy plugged into Gamecube. Well you can forget any such half-arsery for PS3.

It's a fact that programming 'extra modes' and 'connectivity features' into games usually results in mini-games that are, invariably, a bit shit. Instead, PSP will effectively become *part* of PS3. Firstly you'll be able to use PSP as a second joypad – but this is rather like using a tank to open a Kinder egg. What's more interesting is the possibility of PS3 'beaming' full-on PS3 content to your PSP, bypassing the brains of your PSP altogether. Your PSP will transmit joypad pushes to PS3 and your PS3 will reply with video and audio. This means that you can play PS3 games, with all the full-size graphics and sounds, on your PSP. Likewise, if you've a CD, DVD (or fancy-pants Blu-ray disc) loaded in your machine's slot, you can remotely play and watch that too. The only proviso is that your PSP is 'within range'. The 802.11b system used isn't as powerful as the more power-hungry 802.11g system and its range is best described as 'limited'. That said, we've maintained a PSP wireless connection through multiple walls and floors, and even connected from the bottom of the garden.

The ability to remotely play PS3 may sound like little more than a novelty, but consider this. As more and more places are kind enough to run wireless access points (Starbucks, some Virgin trains) so the opportunity to connect increases. Now you can play *your* PS3 on the train or coffee shop, anywhere in the world. And if Sony ever do make a 'Home Server' PS3 with a hard-drive and TV-recording guff, you'll be able to get at all your movies, music, photos and games from anywhere kind enough to boast an access point. All via your pocketable PSP. Now that's the future.



"HIGHLY POLISHED PIANO-BLACK"

THE PS3 PADS

We think that the design of the 'new' PS3 pad will change very little. Remember that Dual Shock 2s were identical to old PSone Dual Shocks. It's highly likely that the new pads will, once again, stick to this tried and tested layout.

One thing that is likely to go are the pressure sensitive buttons – a feature that very few games make use of. In fact, when playing racing games, having to jam down the button extra hard to make sure you've got maximum acceleration going can be a something of a thumb-numbing pain in the arse.

Something that may also get ditched is the Dual Shock feature – Sony won't want to make the pad any larger than existing pads and so, in order to accommodate the rechargeable battery and wireless chip, it may lose the power-hungry vibration units. Sony were threatened with lawsuits after some players claimed that Dual Shocks had damaged the bones in their hands (resulting in a Sony directive that EVERY PS2 game must have the option to turn off vibrations), so it's likely that they'll want to see the back of what is, in essence, a gimmick.

Of course, there are other advantages to using wireless pads. The pads themselves will be slightly more expensive to produce than 'traditional' wired units – a cost you can fully expect Sony to pass onto the consumer with only one pad in the box and (highly necessary) additional units probably costing £30-£40. Expect some kind of security encoding in the pads and machine to ensure that only official Sony pads will work, instantly putting a stop to third-party manufacturers producing cheaper alternatives. Don't want to shell out £30 for a second pad? Don't worry, you'll be able to use your PSP as a (unnecessarily over-functioned) joypad too.

Another benefit to wireless pads is that there's no need for a multi-tap any more. Want more players in a game? Just buy more pads and fire them up. The pads themselves will likely feature a rechargeable battery built in (replaceable via a hatch on the back). A charger will come in the box with your PS3 and this will be used to power up all your pads. Want to charge up two pads at once? Ah... Erm... Look over there! [runs]

DESIGNED FOR LIFE

So why did we make our PS3 look the way it does? We took inspiration from the design of Sony's current consumer electronics range. Look at the PSP, the Sony Ericsson V800 G3 phone, their Cybershot cameras and some of their more recent Wega TV's. You'll quickly spot that it's all about black, metal, textured surfaces and some extreme shininess.

Look out for different materials and textures, hence the rougher texture of the top of our PS3's casing (as in PS2 and the back of the PSP) along with the smoother shiny metallic bands wrapped around the body of the machine. The metal circle embossed onto the back of PSP serves no function – could this be a new hardware visual for the UMD?.

Then there's the highly polished Sony so-called piano-black finish. We feel that like many other Sony products (PSP included) the PS3 will have a black shiny front.

Finally, the transparent buttons on both the our PS3 and new joypad are clearly inspired by the PSP. You're going to want them to match, aren't you?

DISCY BUSINESS

At the heart of our PS3 are not one but two disc drives, both of which offer new mind-widening possibilities...

BLU-RAY

What is Blu-ray? Simply put, it's the next step up from DVD. Just as DVD offers greatly improved storage capacity over CDs by using tinier pits read by sharper lasers, so Blu-ray has... er... even *tinier* pits and even *sharper* lasers. Exciting eh?...

So what does this actually mean? Well, you can get ship-loads more on a disc. Current, early discs come in fat ugly 'caddies' that makes them look like big-ass floppy discs but, by the time PS3 appears, they'll look just like DVDs – only crammed with 25Gb of data. Want a comparison? Your biggest DVD has only 9Gb on board. And double-layer Blu-ray discs can hold 50Gb. Gulp.

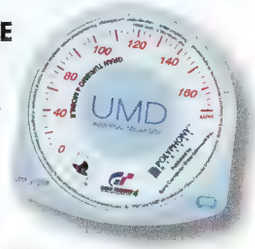
So does that mean that you'll be getting discs with five films on them? Nope, thanks to High Definition TV, a new extra-sharp 'movie in HD' format that will eat up all that 25Gb, you'll still be getting just one film on there.

It's good news for games, however. Expect full 'proper' music scores, hours of dialogue and insanely detailed worlds and environments where every carpet fibre and dust particle will be visible and can be interacted with .

Coupled with the graphics power of PS3, the implications for development are incredible. It's going to take twice as many people to flesh out these worlds and insiders, such as Robert Kotick the chief executive of Activision, have warned that this must mean higher prices. £60 for a game? Get used to the idea.

"YOUR BIGGEST DVD HAS ONLY 9GB ON BOARD. DOUBLE-LAYER BLU-RAY DISCS CAN HOLD 50GB. GULP"

RECORDABLE UMD DRIVE



At first glance, this is actually the boldest bit of speculation here. Will PS3 include a UMD slot? We probably think NOT, but have decided to include one in our PS3 in an attempt to convince Sony what a great idea this would be.

It's not there to play PSP games on your PS3. It's there to finally allow the vast capacity and portability of the UMD format to live large. Put a recordable UMD drive in PS3 and you could transfer your DVDs and CDs to UMD at last. No need to wait for a costly (and unlikely) UMD release. No arsing about with MP4 encoding and USB/Memory Sticks. Just load up a disc with your favourite movies for portable playback. Or insert a CD-R of MP3s and load up a single UMD with 500 songs. Piracy issues? No problem. A simple security check between your PS3 and PSP over Wi-Fi would mean that data could only be played back on one (ie, your) PSP. Simple – but massively unlikely, unfortunately.

THE PSM2 PS3 JUSTIFIED!

There are many schools of thought on what PS3 will be like – and most of them are total arse. Here's the definitive PSM2 list of everything that PS3 will and won't be...

WHAT PS3 WILL BE

IT WILL HAVE A DISC DRIVE

■ Of course, you won't *have* to download all your games over the net. That would be mental.

IT WILL BE BACKWARDS COMPATIBLE

■ Of course, you'll be able to play PSone and PS2 discs on it. Durr...

IT'LL BE WIRELESS

■ It's gotta link up with PSP, right?

IT'LL USE WIRELESS JOYPADS

■ OK, they're more expensive – but you'll still pay for them, won't you?

IT'LL USE MEMORY STICK DUO CARDS TO SAVE GAMES

■ 'Cos they're big and good. There will be an old-style PS card there too, but that will just be for playing and transferring your old PS saves.

WHAT PS3 WONT BE

IT WON'T HAVE A HARD DRIVE

■ This is a games console not a fancy-ass 'entertainment mediaplex'. Xbox had a hard drive and what did developers do with it? Shit all. And do Sony want to put all the 'TV recorder' gubbins into PS3 and whack another £200 on the price tag or do they want to sell you another separate sexy box later? Exactly. Maybe a 'Home Server' version will follow, but that'll be later.

IT WON'T FEATURE ANY CAMERAS OR OTHER GUFF

■ Built in EyeToy-style communication camera in PS3? No. Don't be stupid. And forget any electrostatic arm-wavey control system either. That would be bollocks.

YOU WONT BE ABLE TO PLAY DVDS ON IT?

■ Oh, yes you will. The drive will be Blu-ray and DVD compatible. These drives are available now and are not magic or impossible at all.

IT WON'T BE £99 AND IT WON'T BE £500.

■ Face it. It's going to be £300. They'll pack in the memory and processors they need, chuck in the Wi-Fi and charge £300 with a neat little profit for them. Adding any more hardware (and increasing cost) either reduces their profit or reduces the amount of units they'll be able to sell.

IT'LL BE REALLY SMALL. OR REALLY BIG.

■ No, it won't. It'll be the same size as an old PS2. We'll bet our ass on it.

CHIPS WITH EVERYTHING

The real power of your PS3 comes from two distinct, massively complicated parts: the 'main brain' CPU and the 'helpful' graphics engine...

THE CELL CHIP

PS3 is to be powered by the impressive sounding CELL chip. This much we know. It's a joint effort between Sony, IBM and Toshiba and it's unique in that the chip isn't merely for use in PS3. The trio predict that the chip, in its many various forms, will find its way into high level computer equipment, home entertainment gear (such as PS3) then, as the chips get smaller and their power requirements lower, it'll even become the brains behind mobile phones, portable music and movie players, and pocket consoles.

The really clever thing about CELL is the way in which two or more chips can work together. Its modular design means that if a computer manufacturer wanted to double the power of his new machine he could simply add a second CELL chip. Want it three times as fast? Add a third. In the near future, Sony envisage huge, ultra-powerful multi-CELLed workstations capable of rendering the likes of The Incredibles in two seconds instead of two years. Less dramatically, your next TV could have a CELL chip inside to run your home entertainment system, piping your music and video around your house.

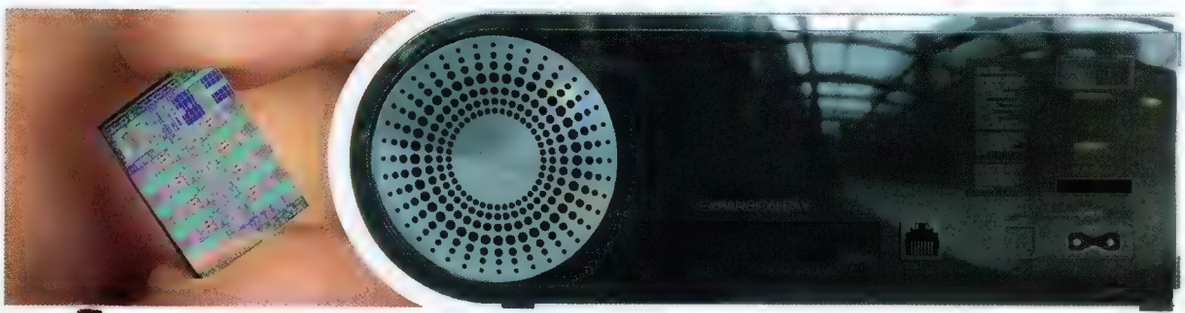
While it's likely that PS3 will have one such CELL chip at its core, it's just as likely that they may include a second. Or more...

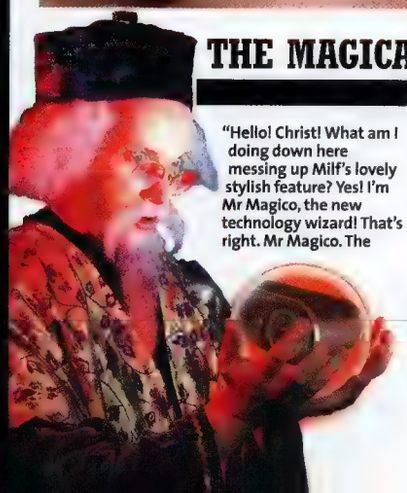
THE GRAPHICS CHIP

Looking after the graphics side of things is a new chip by Nvidia. Nvidia make the GeForce range of PC graphics cards and – more interestingly – previously made the graphics chip inside the Xbox.

The new chip uses Rambus technology (the latest and fastest type of RAM allowing huge amounts of data to be shifted around in the chip). It's good news for former industry leaders Nvidia who have recently seen their arch rivals, chip-makers ATi, produce better, more powerful hardware for PCs. ATi are also seen as the leaders by both Nintendo and Microsoft and have been signed up by BOTH companies to produce chips for both the Xbox2 and the next Nintendo console. Good work, Mr ATi.

That said, Nvidia reckon their new technology is the perfect partner for CELL and have been working closely with Sony and their partners to deliver perfect 'synergy' between the two chips. Either that or, if rumours are to be believed, they were the only company happy with the balls-grasping licensing deal that Sony demanded...





THE MAGICAL PIXIES IN PLAYSTATION 3 FAIRYLAND BIT

"Hello! Christ! What am I doing down here messing up Milf's lovely stylish feature? Yes! I'm Mr Magico, the new technology wizard! That's right. Mr Magico. The new tec... Well, anyway here's some of the fantastical things that have been said about the power of PS3! Whooo! Behold it's curious, wildly-speculative, rumour-fuelled POWER!... You sure this beard comes off? Jesus."

■ "PS3 (and its CELL chip) will actually become more powerful the more machines are sold. If each machine is taken home and connected to a broadband connection, in theory it would be possible for two or more PS3s to share the load of rendering out graphics, etc. And the more PS3's are added to the network, so the power of the system would increase. Imagine it – your games get *better* the more PS3S there are. Great. Apart from the bit where PS3 acquires a consciousness, takes control of all the missiles and sets about destroying the 'fleshy life-forms' that infest the planet they call 'Earth'. Astounding! And if we're honest, more than a little bit worrying..."

■ **"CELL chip will be installed in TVs, toasters and barbecues etc. Soon your fridge will be ordering more beer from the supermarket while you play *Tekken 7* on your kettle. Fantastico!"**

■ "An industry insider we spoke to described PS3 as being so powerful that 'It wont matter what Microsoft or Nintendo do. It's that far ahead of anything that Microsoft and Nintendo are planning.' Now that's (next-gen) magic!"

■ **"At the recent Games Developers Conference, developers were heard to whisper that, thanks to the internal architecture of PS3, it will be an absolute bugger to program for. Hmm. Probably not that much of a fantasy at all, that last one..."**

He who proves his proves

Only the hands of a true master hold the fate of styles. Battle your way through a mystical world are broken. The final test of your skill is passed

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Microsoft game studios

BIOWARE

XBOX

it's good to play together

INFOSTRIP

DETAILS
Developer: Rockstar San Diego
Publisher: Take Two
Players: 1-8
Memory Save: 111kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"THE BIKES ARE GENUINELY SCARY, EVEN WITHOUT NITRO BOOST"
PSM2#60

GAMEFAX
Driving
Addictive
Sequel
Hard

TRIVBURST
- The 'Dub Edition' refers to branding by an LA tuner magazine called, and you'll never believe this, Dub.
- The eight-player online mode includes a capture-the-flag style crash-fest.

"[WE]LCOME TO CHROME... DRIVE SO FAST YOUR EYEBALLS MELT"

MIDNIGHT CLUB 3: DUB EDITION

Pelting through the streets in a souped-up Lambo is amazing – but is it enough for *Club 3* to topple *Need For Speed*?

The MON£Y $HOT

Showers of sparks, long dark rubber trails, chopped rooflines, fat wheels crammed into lowered arches, stick-on wings and awful driving. Yes!

D*ub Edition* is better than *Need For Speed Underground*. Whether you hold it up to the original or its sequel, it doesn't matter – *Midnight Club* has it beaten. Hurt to a pulp, perhaps, but heavily slapped about in every area. The racing here is better, the traffic is heavier, everything's faster, the customisation's better, it has bikes as well as cars, the music's better and so on and so on, everywhere you look.

It's obvious charms are, well, obvious – the fashionable cars, the outrageous bling, the hint of grungy night-time illegality – but the real draw lurks beneath the shiny surface. It solves city racing's conundrum – hitting dopey 'civilian' cars ruins the flow and can kill the racing, but leaving them out spoils the effect. So you could make the crashes incredibly rewarding, but *Burnout*'s already done that. Brilliantly. Or you could reduce the traffic to a token

TOP 5 CLUBS

- The ace of clubs
- Club Tropicana (drinks are free)
- Club Sandwich
- Jacob's Club (Orange)
- The seven iron

GAMEPIE

30% Picking alloys
25% Hitting things...
25% ...at warp speed
10% Choosing colours
10% Saving up for a Murcielago

"DUB EDITION SLAPS NFSU AROUND IN ALMOST EVERY AREA IMAGINABLE"

PSM2 GOLD AWARD

OSLAMMA BUS HARD-ON: Is a Hummer more fun than public transport? Yup.

"YOU CAN MAKE YOUR CAR SO STUPIDLY SHINY THAT MAGPIES TRY TO FLY OFF WITH IT"

IS BIG REALLY BEAUTIFUL?

Arch-rival *Need For Speed Underground* fell into the obvious trap of making SUVs and 4x4s heavy and slow... OK, they *are* slow and heavy, but that's not much fun, is it? They're hardly sportscars here, but it's much better balanced and their extra weight counts in the (much heavier) traffic. Coming through!

TASTE(LESS) THE PAIN: They're not subtle, but customised Hummers are the ultimate in bling. Missy Elliot's got one. Woop.

HEADING HOME: We don't have the Merc G-Wagen here, but it's très chic (and very capable) abroad. A German Land Rover?

CHROME IMPROVEMENT: Just check that ludicrous grille! Now you can see why it's called a Dodge... step aside, pilgrim.

POP-UP SUNLIGHTS: It's not always pitch black – which is a relief, frankly.

EXTRAS! EXTRAS! EXTRAS!

Race Yourself

■ A Race Editor lets you create your own challenges by placing checkpoints wherever you like. You can then take them online and embarrass everyone with your genius.

level and kind of fudge any collisions – make them rubbery and inconsequential, but still treat them with total slo-mo reverence – but *NFS Underground* has already done that. Horribly.

Instead, *Midnight Club* lets you plough through nearly everything – cars, pedestrians, trees, lampposts, fences – without stopping. Even a head-on collision won't deflect you, but it will slow you down, and it's a balance that feels more and more 'right' as you go on. Such impacts look and sound incredibly violent, just as they should, but one small error doesn't mean the end of the race.

The other racers are pretty adaptive too, and their performance is clearly tied to yours. Just try a race twice, coming in perhaps 12-15 seconds quicker the second time. You can build up a lead, but they won't be miles behind. They'll race you all the way. Likewise, if you're having a nightmare, they won't all be 45 seconds ahead with half the race to go. Yes, you can still screw up and yes, you can still lose terribly, but chances are you'll have a hard-fought, genuinely crazy race. And that's what it's all about.

That and making your car so stupidly shiny that magpies try to fly off with it. Really, the customisation was *NFS Underground*'s major strength, but *Dub Edition* has it beaten. It's simple to use, lets you do everything you could possibly want and the results look brilliant. It's a measure of its power that customisation is more than just fitting the biggest, most outrageous things – style and proportion count as well. You can fit 21-inch rims to a Porsche Carrera if you like, but they won't look right. How far you can lower a vehicle, how big a wheel fits in the arch and how high your tyre profile is are all interconnected, too, and playing with these lets you get just the stance you're after.

Not every car can be customised in every single way, with the high-end supercars in particular being more limited – you can't chop three inches out of a McLaren F1's roofline, for instance, the way you can with a '57 Chevy Bel Air. On the other hand, an F1 arguably needs less doing to it in the first place – perhaps a matt grey paintjob and some outrageous chrome spokes –

GAME IN SHOCK 'SHOCK' SHOCK

Selecting power-ups transforms the already chaotic multiplayer into a certifiable festival of pain. Which is good. Power-ups are plentiful and bright colour-coding helps identify the best while drifting at 150mph into an alleyway – useful. Attacks disable rather than destroy, too, which keeps things tight for maximum silliness.

CHECK THE EARTH WIRE: Can't be bothered with an ordinary race? Try capturing the flag by frying desperate lunatics instead.

AMERI-CAN'T?: Europhiles have plenty to drool over too. Lotuses. Mmmm...

BLUE WHO: You might not have heard of Saleen, but you'll love their mighty S7.

ON HAL- nice subtle c

LAP OF LUXURY

Midnight Club has scored some real-life motors that have evaded many a game in the past – even the mighty *Gran Turismo* never got Lamborghinis. The Murcielago here is inevitably set up as the best – though the McLaren F1 has something to say about that – and it's a considerable attraction. Even this has to fudge the Porsche issue, though (like *GT* licensing RUF's modified models rather than Porsche's standard output), but it makes little difference. They still look deeeeeply sexy. But where are the Ferraris?

RAMBO LAMBO: Still rare in games, no-one can resist these hairy-chested things. Apart from poor people.

POKEY PORSCHE: A classic and still incredible after all these years, who could do without one?

LAIRY LOTUS: No lesser light than James Bond drove one – a customised one! What a chav.

and has other things to offer. Like the incredible speed that comes with its incredible acceleration and, guess what, incredible handling. Each of these is represented by a simple bar whenever you're in the garage, so you can instantly see the effect any new part has. And once you're out in the cities, there's no point expecting to rely on improved handling to harness this extra velocity. Just staying on the ground can be a challenge, especially when you hit one of the two speed boosts. All cars can get a slipstream boost, simply by sticking behind a competitor for long enough. It then literally throws your car forward in a blur, letting you climb spread-out opponents like the rungs of a ladder and making you whimper and twitch a bit. Then there's the nitrous – self explanatory and violently effective. But even without, things fly at you with amazing rapidity. Amazing, because the cities (San Diego, Atlanta and finally Detroit) are so detailed and vibrant.

NFS Underground's Bayview was quite attractive, but sterile. By contrast, *Dub Edition*'s mean streets and narrow alleys actually look mean and narrow. The fluttering litter in them only adds to the atmosphere and makes you quite glad you're not stopping. It all feels noticably different to the times you're crashing through the front doors of the local mall or searing the Tarmac through the uptown

FLEXING MUSCLE: Not as well behaved as a modern car, but Lordy, they look good.

MIXED RACE

One of *Midnight Club*'s strongest features is that bikes and cars can be thoroughly mixed up. And don't be fooled by the Rockstar heritage – bikes are nothing like as vulnerable as in *GTA* (it's actually created by a different studio). What could be better than pitting lowriders against choppers? Well, you could try 1000cc superbikes versus Porsches...

FROM OUT OF NOWHERE: *Midnight Club* totally ignores realism. Good. Car drivers can actually see motorcycles, for a start...

GET THE TRUCK OUTTA HERE: Green windows, blue wheels... mmm, nice.

"OPPONENTS FILL THE CITY. TRAFFIC CAN BE AMAZINGLY HEAVY"

CURIOSITY FOR VELOCITY: Hmm, at times the display looks like a certain EA racer...

HUMMER BUMMER: Trucks this big basically don't stop for anything.

lights. In fact, *Midnight Club* shows you a surprising amount of sights (albeit frighteningly briefly) as you hack shortcuts through industrial, commercial, seafront and even military areas. It feels far more alive than *NFS*, too. Pedestrians can't be run over, you just go right through them, but they are at least there. There are opponents and all manner of races filling the city and traffic can also be amazingly heavy, though big brake lights and indicators help you squeeze through gaps like a motorcycle courier late for work. But in a car.

You'll need good eyesight, though. The darkness never helps, but sometimes it can just be too confusing as to what's what. Mostly it's very well defined, but the inclusion of even the occasional low grey wall was a very bad idea. They're indistinguishable from the road itself. Also, while the coloured columns of checkpoint smoke are visible from miles away, the arrows which point to them are extremely hard to judge. They're semi-transparent and somehow obscure themselves, their outlines jumbling into a mess from certain angles. Kind of awkward at 200mph. Really, you need to constantly check the map to see if there's a hard turn approaching, as missing

WHAT MORE COULD YOU WANT?

There's more to *Midnight Club* than just flapping along in a stupidly-coloured jalopy, sighing at closed shops. Much, much, much more...

THE ROUTE OF ALL EVIL
We're going in another direction to this bike. Checkpoints can be widely spaced and you're free to pick routes in between. Time can be made up like this.

YOU'RE ON CANDID CAMERA
You'll notice we're looking the wrong way. Replays use various cameras, but it's possible to pan round your ride mid-jump and admire it while playing, too. Nuts.

FEELING THE SUSPENSION
Suspension can be lowered dramatically (the cars can end up practically sitting on the floor) for extra performance and style. Tyre clearance is crucial, though.

PULL BACK HARD TO GET IT UP
Sitting back causes a wheelie, leaning forward and braking causes a stoppie and hanging off helps in tight corners. But don't think cars can't get up on two-wheels too...

RUMBLE IN THE CONCRETE JUNGLE
If you add up every mile in each of the three cities it comes out to... well, a lot of miles. And they're not empty: it seems like there's a race around every other corner.

FLAME EDNA EVERAGE
Nitrous isn't the only boost – slipstreaming works too – but it lasts longer, is more extreme and creates sheets of fire. You can even choose the colour of the flames.

IT'S ALL IN THE DETAILS
Modifications can be kept fairly subtle, but it's up to you. Certainly *Dub* seems to stay more stylish than *NFS Underground*, even at the extremes of customisation.

MODS AND SHOCKERS
Total resprays, radical bodywork surgery and all kinds of modifications await unlocking in the main mode. Unless you just wait for us to print the cheats...

FEATHERLIGHT RUBBER
Tyre profile can be adjusted, as can width – you can even do the back separately for that skinny front/huge rear dragster look. Don't worry, even basic tyres grip crazily.

WHEREFORE ART THOU, CHROMEO?
All modifications are in the right style – huge chunks of chrome and sleepily hooded lights for muscle cars, for instance, rather than carbon fibre front splitters.

a junction will probably shoot your chances in the temple. Only probably, though, as if you're lucky there'll be another way through nearby – and if you're very lucky, it'll even be quicker. Finding such routes can often be the key to winning, in fact. Whatever happens, you'll be needing that map bottom left, but finding the time to check it is tough. Navigation feels like part of the challenge, though, rather than an unfair handicap.

And then there are the bikes. There are quite an array of choppers, but for many these won't be nearly as enticing as the sports bikes – stoopid-fast missiles such as Kawasaki's Ninja 1200, the gorgeous Aprillia Mille (here in its 'Factory' guise, esssentially proving Rockstar really know their bikes) and a selection of near-obligatory Ducatis.

Bikes can also be customised, but generally to a lesser degree than cars – but again, you could argue they need less chopping around in the first place. They can also be raced against cars, where they're absurdly quick, yet paradoxically – and thankfully – fairly tanklike when it comes to collisions. The only control difference is the weight transfer, which not only gets you round tight corners safely but allows you too wheelie and stoppie at will. Perfect for those replays.

Perfect, also, for online multiplayer. You're not the sitting duck for car-driving opponents you might think, and you can fit through tighter gaps without having to perform balancing tricks (cars can get up on two wheels). *Dub Edition*'s network performance is highly impressive, being barely distinguishable from the offline version, and it didn't seem to have any problems with cars flickering like other games, even with eight players.

More damage would have been nice, as just a few scrapes after exploding in a petrol station seems rather lame, but *Dub Edition*'s faults tend to be pretty minor. And there's so much choice in the type of car, how you customise it, who you race and what type of event – all wrapped in cities far more compelling than its obvious competitor's – that any faults tend not to stick with you for long. It's beaten *NFS Underground* at its own game, but being better doesn't guarantee success. Just how much damage it does to *Underground*'s popularity is up to you. **Daniel Griffiths**

■ *You can rub-a-dub the* Club *on April 15th.*

"BEATS NFS UNDERGROUND AT ITS OWN GAME, BUT BEING BETTER DOESN'T GUARANTEE SUCCESS..."

PSM2 VERDICT

GAMEPLAY
+ Very fast and extremely well balanced.
– Occasionally a little hard to navigate.

GRAPHICS
+ Impressive detail and city-like clutter.
– Hard to spot sharp turns. Grey objects invisible.

SOUND
+ Excellent spread of licensed music...
– ...but you probably won't like reggae and metal.

LIFESPAN
Vast single-player mode coupled with great online racing. You've played similar things before, but...
MINUTES — YEARS

IT'S BETTER THAN...
NFS UNDERGROUND 2

IT'S WORSE THAN...
BURNOUT 3

All the vehicles, races and options you could wish for, plus loads of style and speed. More 'authentic' – and more fun – than *Underground 2*. Need we say more?

9/10

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DEVIL MAY CRY 3
DANTE'S AWAKENING
PlayStation 2

"WE SOMETIMES FELT OUR OWN ENTHUSIASM DRAINING AWAY" ENTHUSIA PRO RACING PAGE 44

Hands

44 ENTHUSIA PRO RACING
Can this even hope to compete with *Gran Turismo 4*? Let's see if it conjures up any Enthusia-sm. Yes.

46 LEGO STAR WARS
Again! We've raved about two-player co-op mode – but what if you're playing solo? Well... we're slighly less excited about that. Ooh, controversial. Read on.

48 MARC ECKO'S GETTING UP
About time too. He's late for a hard day of graffiti-scrawling and general vandalism. Get the cops on him.

You want more?! We've got Farenheit (pg45) and slightly gimmicky news on the first Car-PG SCAR – Squadra Corse Alfa Romeo (pg45) Believe.

WELCOME...

DAN D

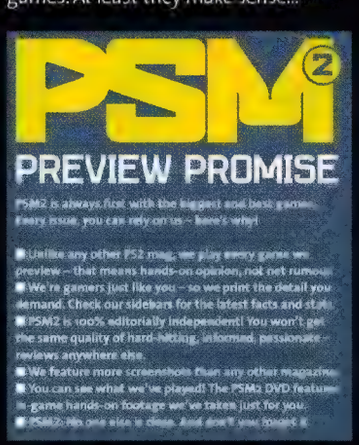
There are those who write games off as childish because they are, apparently, just too daft. Stroppy aliens and jetpacks, for instance, can never be taken seriously by big brainy grown-ups. We're far too clever for that. The real world is a serious business.

That will be the real world where Ministry of Defence recently spent a quarter of a *billion* pounds on military helicopters it knew didn't meet safety requirements – and God forbid a deadly war machine should be unsafe. They'll never fly in case someone gets hurt.

That will be the real word where a man was lead onto Death Row with a bulletproof jacket under his orange jumpsuit *in case somebody tried to kill him*. Officers felt there was a risk to Scott Peterson's life and feared he might not make it to his execution alive.

That will be the real word where our hospitals will soon be advertising for patients... and we'll all stop buying iPods and holidays and spend a couple of weeks in the orthopedic unit of St Mary's as a result. Surely.

Or not. Maybe we'll stick to all these crazy, vibrant, imaginative games. At least they make sense...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PSM2 is always first with the biggest and best games. Every issue, you can rely on us – here's why!
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■ PSM2: No one else is close. And don't you forget it.

"DESTROY ALL HUMANS IS ESSENTIALLY MARS ATTACKS – THE VIDEOGAME"

On

BECAUSE WE PLAY EVERY GAME WE PREVIEW

- Publisher: THQ
- Developer: Pandemic ■ ETA: June

DESTROY ALL HUMANS!

The aliens are tearing out our brains and claiming our DNA as their own. On the bright side, THQ's rule breaking adventure invites you to dish out the probing...

FLYING SQUAD: Use your psychic powers to chuck police cars through the sky.

ANTICIPATED FEATURES

- Alien abilities including mind reading, abduction and telekinesis.
- Five large areas, including Area, er, 42, the docks and Capital City.
- Shoot people at ground level or get into your flying saucer and take to the air.

It's difficult to think of too many alien movies – Alien itself excepted, perhaps – where you haven't, on some level, sided with the slathery, tentacled fiends. Look at almost every movie Will Smith's ever done, for instance – when you were watching Independence Day, weren't you really praying for some creature to just rip his face off with a casual slash of his claws? Then there's Mars Attacks of course, the Tim Burton film from which *Destroy All Humans* takes its cue, in which the aliens outshone the actual actors in every way possible. The Martians were robbed in that one.

And *Destroy All Humans* is, as we said in PSM2#58, essentially *Mars Attacks – The Videogame*. It drops the player into the world of lame alien B-movies – as satirised by Burton – and offers the most (intentionally) ludicrous plot since *Neo Contra*'s 'evil dog piloting an aircraft carrier' storyline. OK, so nothing quite beats that for sheer madness, but you play Crypto, a scout from the Furon breed of aliens, who've been cloning themselves for years to achieve immortality. Except now there's not many of them left. But, years ago, Furon leaders predicted the crisis and went down to Earth and seeded the population with Furon DNA (don't ask). Are you following this? Good. Anyway, as Crypto, with holographic guidance from your commanding officer, Pox, you have to go down to 1950s Earth and reclaim this DNA from the people. Generally by shooting them dead and then, er, removing their brain stems. Pleasant.

The humour's the first thing that you notice in *Destroy All Humans*. It's built on its comedy value, from the opening scenes in which Crypto finds himself in a cow field, mistakenly thinking that his bovine companions are the planet's dominant life-form ("Moooo!" "Hey! Show me some respect!") through to the cars parked in leafy dead-ends, windows steamed up and rocking suspiciously. The game's tongue is lodged so firmly in its cheek it's in danger of escaping through its ear. It's nice to find a title that does humour properly – the only other example that springs to mind is *Leisure Suit Larry: Magna Cum Laude* – rather than dropping into pure juvenilia (Hello *Playboy*) or just being plain unfunny (witness *Constantine*'s attempts at one-liners, for instance). Crypto's a fantastically appealing anti-hero, marauding through levels bitterly, forever complaining about anyone and everything he sees, and could well prove to be game character of the year.

But it's not all about simply running around zapping people with your gun. There are puzzles to be solved,

MAN IN BLACK: A government agent wants a 'quiet word' with Crypto.

GUNNILINGUS PART ONE

This is Crypto's main weapon, the Zap-O-Matic. While looking quite flash – though here it looks like Crypto's having a piss – it takes far too long to actually kill anybody. You're looking at constantly holding down R1 for almost ten seconds before the enemy falls over. Even then, he'll get back up and you'll have to do it again. Quick gunfights? Forget it.

► mission objectives to be fulfilled and stealth to be, er, stealthed. These all revolve around Crypto's psychic powers – yes, like *Second Sight*, yes, like *Psi-Ops* – which cause all manner of mayhem. Pressing L1 (to target a victim) and △ will pick people and objects up and let you throw them about the area. (In fact, the very first thing you'll do will be throw every single cow in that field over the horizon – fantastic.) L1 and ⊗ performs a brain scan. This is useful in, for example, the early fairground level, when you need to find someone suitably feeble-minded to kidnap and take back to your flying saucer for a solid probing. A brain scan reveals just what people are thinking – this lets you see who's intelligent, for instance, or gets you passwords to get past security guards later in the game. Not, of course, that security guards are going to let an alien wander past – this is where L1 and ◎ come in. This lets you disguise yourself as any passer- by you fancy. Then, finally, L1 and R2 hypnotises people around you and persuades them to either follow you, cause a distraction to let you sneak past others, or simply fall asleep where they stand. Phew.

And it's all good fun. It works, there's a lot of variety – but there are problems that need to be sorted out. First, Pox often gives you orders just as other people's minds are being read, leading to you listening to two people at once – confusing, to say the least, and meaning you miss out on all sorts of information. Secondly, all this scanning and hypnotising business simply takes too long. People see Crypto and run away, meaning that they're often out of sight before you've finished playing with their brains. And so you chase after them and then almost certainly blunder into the massed ranks of the local law enforcement, kicking off a gunfight. But trying to do any tricks during a battle is impossible. If you're surrounded by cops and you want to use your psi-powers to chuck one over the fence while shooting another, well, you can't. Crypto can't shoot and use telekinesis at the same time, you see, which seems a bit of an oversight. And, weirdly, there's no way of locking your gun onto any specific target. Given how wild shootouts can get, a lock-on is essential. All of this means that gun battles, right now, are very hit-and-miss affairs that are in sore need of a spot of sprucing up before the game hits the shops in a few weeks.

"PROMISES TO BE A CARTOON ALIEN MOVIE SQUEEZED INTO YOUR PLAYSTATION"

Gunfights are only one element of a big sandpit of experimental fun, we know – but we like guns. (Except in real life, of course.) So we need to see these problems fixed up properly, or it'll really scupper the game. And *Destroy All Humans* really does promise to be excellent fun, a cartoon alien movie squeezed into your PS2. Get the tweaks right, and this could be a surprise summer hit. Give us an option to rip Will Smith's face off and it'll be a classic. We can but hope.

David Cook
Destroy All Humans *in June*

CRYPTO: "Let's see... do they sell snow cones here, mate?"

COP FOR THIS: Cause too much mayhem and the police turn up in droves.

PSM² RECKONS

► It could be a cartoon smash-hit – but not if the gunfights remain as they are. It improves with practice, but a simple gun lock-on would make a big difference. Still, this ought to be great fun either way, but we'd hate to see *Destroy All Humans* fail to reach the heights that it could because of easily-fixable flaws.

DA BOMB: The army break out their most destructive weapons.

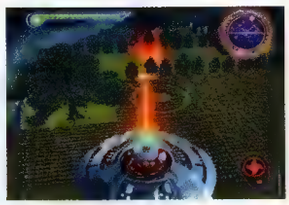
TRUCKED UP: Optimus [illegible] minor part of the devastation.

"FIND SOMEONE FEEBLE-MINDED AND TAKE THEM FOR A SOLID PROBING"

DISGUISE THE LIMIT: Don a human garb to trick your way into forbidden places.

GUNNILINGUS PART TWO

Over here, we have Crypto's secondary weapon – though there are many others to be gathered – the subtlely-named Anal Probe. Fire this at a poor unfortunate passer-by and it'll... well, rip a bloody big hole in his backside and send him scuttling off, howling, with the nasty brown stuff waterfalling out of the hole. Who thought of this? Give him a medal, whoever it was.



YOU CAN HAVE IT ALL: This is what 50s America looked like. Apparently.

SAUCERY: These bits are quite frantic, you [illegible]

CRAFT WORK

A key part of the gameplay sees Crypto zooming around the skies in his spacecraft and, basically, blowing things up. An early mission, for example, sees you protecting two signal towers from the army, who launch rockets and mortar bombs at you as you zip around the skies, trying to kill them before they blow the towers up. Another mission tasks you to pick up police cars with your abduction beam and then chuck them in the river. And you're also given the option, when all mission objectives on a level have been completed, of simply hopping aboard your flying saucer and careering round the area, devastating everything that's unfortunate enough to be in your path. Problem is, there's no inertia on the ship, so it just stops dead when you release the controls – which makes it all a bit easier than it should be. As it stands, it's just not that exciting. And, at the moment, the scenery suffers from appalling pop-up, but if that, at least, isn't sorted out, then we'll eat our collective hats.

ON YOUR BIKE: The bikes fly past – a perfect target for Crypto.

Publisher: Konami
Developer: In-house ■ ETA: May

ENTHUSIA: PROFESSIONAL RACING

Enthusia is so stiff and serious it makes *Gran Turismo* look like Wacky Races. And make no mistake, *Enthusia* will be compared to *Gran Turismo*...

ANTICIPATED FEATURES

- Tons of exotic licensed road cars, racers and off-roaders stretching from the '70s up to now.
- Tons of horrible old-lady cars, people carriers and eco-mobiles in which to serve your apprenticeship.
- Lots of tracks encompassing a wide range of surfaces – wet and dry tarmac, dirt... even wood and deep sand.
- Extensive driving school/license test type mode to teach you the art of driving fast.

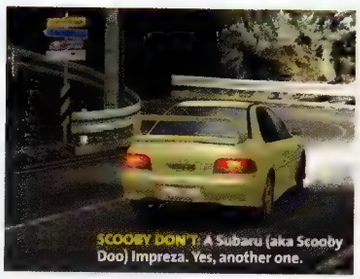
In some ways, *Enthusia* is a very familiar proposition – you work your way up from sensibly wheezy little shopping cars to ultra-powerful racers, expanding your garage and chipping away at a series of driving tests as you go. You rally, you race, you carve through courses fashioned from closed city streets. *Turismo*?... is that you?

Yet in other ways, *Enthusia* is its own man. Or woman. Person. No offence. It's even more obsessed with the racing 'life' than *GT*, and expresses it by, essentially, being an RPG. Experience is what matters. Repeatedly using a particular car sees it 'level up' – you don't poke through garages or tweak settings. You just drive and it gets better and faster. Yet this also means great cars like Mitsubishi's world rallying-bred Lancer Evo are horribly slow and evil-handling at first, and swapping to one from a levelled-up people carrier may just get you a drubbing. Odd. Driving tactically, though, can get around this. More on that in a mo'.

Your personal experience level increases as well, and success brings the usual rewards of new cars and fresh tracks. Exactly what you receive is a lottery. Literally. Hit the button when you feel lucky and the scrolling highlight slows and eventually settles on either some sexy ride, nothing at all or, worse, a complete shed. Unfortunately, as with *Gran Turismo 3*, there are plenty of those, despite everybody moaning about how boring being forced to do *anything* in a Nissan Micra is for more than three years.

You can't smash them up either, but hitting things does matter. You have 'Enthu' points (among the many confusing statistics) and these are drained away each time you clout something. Or even brush against it. Or get hit by someone else. It's not a perfect system – we sometimes felt our own enthusia-sm draining away with them – but it's there to encourage clean racing. And this is where driving tactically comes in. It's possible to win but actually be ranked second or lower, just because you've hit too many things or been off the track. Driving a tidy race to second can actually boost those all-important stats more. Whether such disdain of crazy driving is a gameplay revolution or an affront will, of course, depend on your point of view. But at least it's different from *Gran Turismo*. Steve Williams

Enthusia *drives sensibly from May 6th.*


SCOOBY DON'T: A Subaru (aka Scooby Doo) Impreza. Yes, another one.

OH, RALLY?: Master dirt you must, true Jedi driver to be.

MCDRIVING: The McLaren F1 race car. Even faster than the real thing.

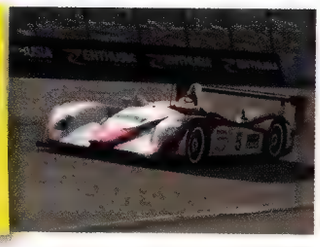
RETRO CHIC

Many of these cars will be familiar from a certain other game – and from all the others that subsequently copied this certain other game – but there are several very sexy motors you won't have found elsewhere. We particularly love the race version of the old BMW 3.0 CSL, and reckon you don't need to be old as well to appreciate it. Just look – so completely over-the-top, so brutal and yet somehow so stylish and desirable. Perfect colours and enormous wings. Maybe you can see just why it eventually became known as the Batmobile...

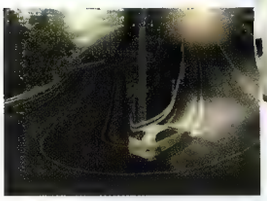
"IT'S POSSIBLE TO WIN BUT BE RANKED SECOND IF YOU HIT TOO MANY THINGS"

PSM RECKONS

Enthusia is putting itself in direct competition with the acknowledged daddy of driving games, *GT4*. It doesn't drive as well yet – or look as good – but it does offer several unique twists to the familiar format. But to topple the might of *Turismo*, this is going to have be spectacular. Still, could be an interesting alternative for serious racers.



DEJA VIEW: Hey, an RX-7! Hmm, even those clocks look familiar...



BORDERING ON THE INSANE

Enthusia aims to create a sense of speed and G-force with special screen effects. The dark borders shrink and grow to mimic the focusing effects of acceleration and braking, and streak blurrily at high speeds. The G meter (centre) is pretty useless but shows the depth the developers have gone to.

MEDIUM RARE: Bugatti's EB110. You've never seen a real one.

STOP PRESS!

HOT STUFF!

FAHRENHEIT

The words 'interactive movie' conjure up memories of early (cruddy) CD-ROM games but there's no better way to describe the cinematic action of Fahrenheit.

There are no weapons, no combat but in there place there's a vast twisting storyline concerning a murderer trying to escape capture and a pair of cops on his tale. Incredibly you play as all three characters so hiding clues while playing as the hapless murderer will make things trickier when you *replay the same scene* from the point of view as the cops.

An amazing new control system means that opening doors, cleaning blood off floors, dragging bodies etc is performed with appropriate sweeping, tapping and circling motions movements on the right stick. And during intense fight and chase scenes you must match the stick directions flashed up on the screen in order to keep the action flowing.

Finally an ingenious split-screen and window system let you see what's going on from two different perspectives at once. We'll have lots more on this soon.

SCAR MECHANIC!

SCAR

SCAR stands for Squadra Corse Alfa Romeo, which basically translates as Alfa racing team, which basically translates as racing game with nothing but Alfa Romeos in it. Woop. But if that sounds cynical, it does have a slew of things that other racing games don't.

For a start, it's being touted as a 'Car-PG,' where developing your driver counts and tuning doesn't. Of course, this could just be the same thing with different words, but it seems there's more to it than that. There's a fully-fledged skill system, for instance, that includes the driver's health, endurance and ability to intimidate other drivers alongside acceleration and handling.

It also has aspects to determine how extensively you can use the 'Tiger Effect', a weird *Prince Of Persia* In A Car device that allows you, like Cher, to turn back time. Crazy, baby. So, it's all this plus street racing, real circuits and unlockable driving gloves. Oh, and lots of Alfa Romeos.

Publisher: Eidos
Developer: Traveller's Tales ■ ETA: April 22nd

LEGO STAR WARS

It's rare we'd run two major Hands-On pieces on one game, never mind twice in three months. But that's how special we reckon this could be. Get excited.

ANTICIPATED FEATURES
- All six Star Wars movies recreated in Lego, including every key moment.
- Play with a friend in co-op mode.
- Over 30 playable characters.

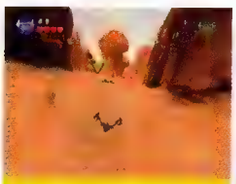
We've been wittering on about *Lego Star Wars* for a while now, including in PSM2#59's four-page Lego frenzy, but what we've said basically boils down to two things. Firstly – it's Star Wars *but in Lego*. Secondly, *in co-op* mode, it's superb. What, however, if you're not playing with someone, but playing with yourself? <cough> Or maybe you're *not really into Star Wars*? Because not everyone – including at least one member of Team PSM2 – is a Star Wars fan, after all. What will those players make of *Lego Star Wars*? Will it be worth their time and effort?

Well, as a solo-player game, what we've seen so far (almost all of it, including scenes from Episode III that we're not allowed to tell you about for fear George Lucas hires a large man to use our faces as a trampoline) is excellent. Not *brilliant*, sadly, but superb, straightforward fun all the same, with lots of lightsaber battles interspersed with some simple puzzles (generally involving using the Force to move objects from point A to point B). As for the AI, fortunately, your computer-controlled buddies tend to behave quite sensibly – and act according to character as well. Han Solo gets in among the action and takes out anything that moves, for instance, while the likes of R2-D2 and Jar Jar hang back, waiting until all the clamour has died down. It all gets a tiny bit samey after a while, mind you. Plus, it'd be nice to have some control over the camera on occasions and it's sometimes a bit fiddly to switch characters (walk up to someone and press △) in the middle of a ruck. Minor faults, though, that rarely distract from the action.

So yes, it's fairly basic stuff, but the attention lavished on every detail means it becomes for more than the sum of its parts. From the chairs that do a little dance when you use the Force on them to the endearing beams of delight and scrunched-up expressions of bemusement etched on the faces of your Lego men and women, *Lego Star Wars* fills the soul with a sense of joy and child-like wonder that most games simply don't even come close to.

If you love Star Wars, get excited. If you've got a mate to play with, get doubly so. And if you don't like Star Wars? It doesn't matter – this will still be a hugely entertaining romp. You won't appreciate it quite so much as others, unfortunately, but you should definitely still be looking forward to it. Just not as much as everyone else. David Cook

Lego Star Wars *should arrive in April.*



TO PLEASE IN A POD

You remember how exciting *Wipeout* was, before Sony sullied its memory with a series of lacklustre sequels? The Pod racing bit in *Lego Star Wars* is just like it, reminding how thrilling anti-gravity racing ought to be. Three (really quite tough) laps at a furious pace – it's astonishingly good for something that only takes up about five minutes of the game.

FULL FORCE: Use the Force to blow up obstacles in the way.

JARSEE-D2: R2's not the most exciting character to play as.

NOT LONG NOW... Soon, Star Wars fans, this will be yours.

PSM RECKONS

A game that transcends its licence. It's about Star Wars, but you don't need to love the movies to fall for the simple, charming joy of its Lego equivalent. You could accuse it of looking 'kiddy', but if *that* stops you being excited, then you're probably the sort of person who poisons domestic animals for fun.

CAN YOU FEEL THE FORCE?

If you run into a problem in *Lego Star Wars*, the chances are that you'll be able to solve it by using the Force. Is there a huge gap that you can't cross? Chances are there'll be a huge pile of bricks lying around somewhere. Simply use the Force (◎) and they'll magically fly through the air, as seen here, and land themselves in a perfect bridge formation. Most of the puzzles are along these lines. Simple, but satisfying.

Late Registration will be open for a limited period of time from 7th April, and not everyone that applies will be guaranteed a place in the league. Entry to the league will be assigned on a first come first served basis for a selection of the league venues with space available. Players also need to use the code 'LateReg' on the online entry form.

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Publisher: Atari
Developer: The Collective ■ ETA: June 2005

MARK ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

Yo, yo, yo, yo, yo. And, indeed, yo. Atari gamble hard on a game by a sweatshirt designer but after our first play we're starting to believe the hype...

ANTICIPATED FEATURES
- Set in New Radius, a combination of New York and Kowloon.
- Six genuine graffiti experts have lent their names and faces to characters in the game.
- Amazing new peril-based threat gameplay. You'd best have a major head for heights...

What if graffiti could change the world? That's the frankly stupid question being posed by Marc Ecko – a man better known for his rhino-branded jumpers than his cutting edge PS2 games. "This is my opus to graffiti culture," he proudly boasts to us at the Atari press conference in Berlin. Now hold on a minute Mr Ecko. How does a leisure wear 'designer' end up making a PS2 game? Have Atari lost it altogether?

And yet, despite our reservations, Mr Ecko certainly can talk the talk and, it seems, walk the walk. After seeing him play and talk through the game's levels we reckon that he really can, um... get it up. Under pressure.

That awful name hides a game that's part *Tony Hawk's*, part *Def Jam: Fight for NY* and part stealth/action/platformer. Set in a world "15 minutes into the future" (yeah, we know) you play Trane, a young graffiti artist intent on 'getting up' ie, making a name for himself on the graffiti scene by producing ever more elaborate and dangerous pieces of graffiti. As you progress you meet six 'boss' characters who'll teach you new art techniques – these six being real-life graffiti masters. Early missions involve simple 'tagging', spraying your tag as many times as the level demands, but as you progress you'll be risking your life scaling buildings, making death-defying leaps and avoiding the attentions of the police and troublesome civilians as you attempt to covertly spray a 40ft 'top to bottom' mural right under their noses.

While an appreciation of graffiti and knowledge of the techniques used will bring the game alive for you a little more, it's not necessary. The game plays like a mission-based platformer. Some sections are very stealth heavy (a coloured stealth meter and heart-rate monitor let you know if you're being watched and how close your enemy is) while others involve picking your way up girders, across buildings ever, higher and higher in exploration and freedom far beyond anything in the last *Tomb Raider*. Some levels feature a lot of combat, which shares the same insane super-violence as the hit *Def Jam* games while in others blending in and keeping it strictly on the low is the way to 'get up'. Daniel Griffiths

Getting Up finally gets out into game shops this Summer. Believe.

SPRAY WHAT YOU WANT

Surprisingly there's no ability to get your own art in the game. The different tags and techniques you use increase as you progress automatically. However you do have control over how you apply them. It's not simply a matter of hitting ⊗ at the right place. Using the right stick you control the spray can, reaching up, down and left and right. The more paint you apply (ie, the longer you work on the piece) the more complex it will become. Just make sure you don't get spotted mid-spray...

TRANE IN THE HOUSE: In the city of New Radius Trane must fight the power. With, erm... some wall murals...

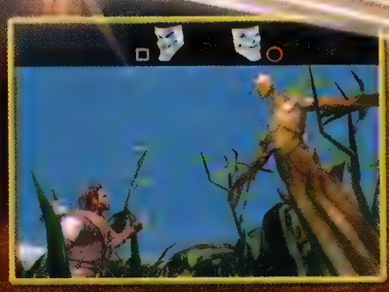
POLICE RELEASE ME: Trane hits the deck after a dust off with a cop.

PSM RECKONS

We're impressed. A game by a clothing designer rings planet-sized alarm bells but Atari have got developers The Collective behind the scenes – their last work being the excellent *Indiana Jones* game. Their skill plus Ecko's mad ideas (and obvious love of videogames) mean that *Getting Up* is going to be something original and special.

The Bard's Tale™

4.5 out of 5
Official U.S. Playstation Magazine



"The funniest game I've ever played, and I've played all the funny games out there." - IGN

OUT MARCH 2005

www.thebardstale.com

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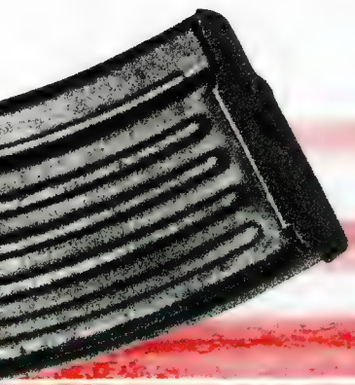
RISTS

LS NO MERCY

YOU ARE A MEMBER OF THE WORLD'S PREMIER COUNTER TERRORIST FORCE. YOU HAVE THE DETERMINATION AND THE TECHNOLOGY TO CARRY OUT YOUR MISSION ONLINE OR OFFLINE. THE LATEST COMMAND PROTOCOLS, SPLIT-SCREEN MODES, NEW EQUIPMENT AND NEW EXPLOSIVES ARE AT YOUR FINGERTIPS IN THE MOST REALISTIC CONFRONTATION TO DATE.

LOCKDOWN STARTS MARCH 2005



TOM CLANCY'S

RAINBOW SIX LOCKDOWN

WWW.RAINBOWSIXGAME.COM

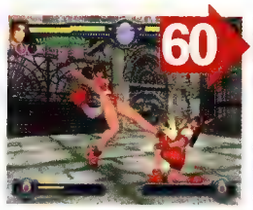
"THESE CRETINOUS, POINTY CHARLATANS..."
SPY VS SPY PAGE 70

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

58 FIGHT NIGHT ROUND 2
The best boxing game ever beefs up with polymorphic body disorder minigames and against-the-clock face ironing. We kid not.

66 FULL SPECTRUM WARRIOR
Think before you move, plan carefully, use the covering fire of your team. Then fly home in a box anyway.



60 KING OF FIGHTERS
Even nations of fighters need leaders – can you become king and avoid the pitfalls of marrying the wrong woman not once, but twice?

You want more?!
We've got reviews of Spy Vs Spy (70), NFL Street 2 (71), Kessen 3 (72), MX Vs ATV Unleashed (74) and Astro Boy (75). Ready? Dive in.

WELCOME

DAN G

Fighting. In real life it's almost always a painful, swift and graceless affair, but in games it's all about the things the Queensbury rules were designed to isolate – speedy reactions, tactical cunning, the ability to take advantage of the smallest weaknesses. It might not look particularly noble when you're slicing the top half of a surprised enemy right off their bottom half, granted, but that's not the point. Stay with this. It's not you – what *you're* doing is all about hand-eye co-ordination, assessment of risk and laughing a bit afterwards in the bloody puddles. Um.

This issue's reviews are all about conflict. At the one extreme you've got the serious, realistic, tactics-heavy soldiering of *Full Spectrum Warrior*, where running about shooting just means the terrorists win. And on the other side there's the nature-red-in-tooth-and-claw ultraviolence of *Altered Beast* – a game where you morph into animals and scoop out the insides of your enemies. Fair enough. They knew the risks.

There's also everything in between – the careful exterminations of *Splinter Cell 3*, the horseback chaos of *Kessen III* and the cartoon slapping of *He-Man*. Oh, and wait! There's a bit of snooker as well. You know, for balance.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five". Here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

TEKKEN 5

The biggest name in fighting goes back to basics – and takes a huge step forward.

WS

62 SPLINTER CELL 3: CHAOS THEORY

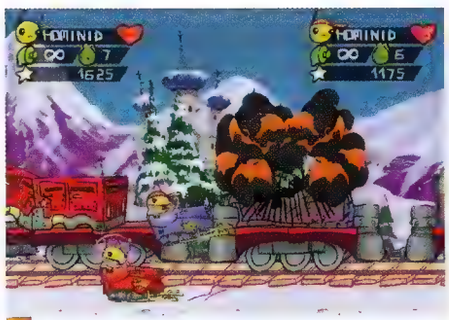
Fisher ends the chaos with a black jumper and three cycle lamps.

73 RED NINJA: END OF HONOR

74 MX VS ATV UNLEASHED

"WHY IS HE-MAN FLOATING TO THE FLOOR LIKE HE'S SUDDENLY MADE OF FEATHERS?"

HE-MAN, PAGE 68



72 ALIEN HOMINID

71 KESSEN III

DANIEL GRIFFITHS
EDITOR: While debating 'which plastic surgery?', Dan realised he'd spent everything already on outfits for his Arabian mini-monkeys. He says he'll just hold his chins up with his hand.

DANIEL DAWKINS
DEPUTY EDITOR: Dan is not keen on surgery, preferring to grow hair – eventually – over 97 percent of his head. That way, if any of his features go out of fashion, he can comb over them.

NATHAN IRVINE
STAFF WRITER: Nathan chuckled at the thought of changing his face, smiled beautifully and twinkled a cheekbone. Bystanders queued for up to 45 mins to deck him.

ANDREW KELLY
STAFF WRITER: "It'd mean getting my face cut up with knives," protested Andy, revealing suspicious knowledge of surgery. More evidence for his hidden past as a Columbian druglord?

DAVID COOK
PROD ED: Dave is also uninterested in facial reconstruction, saying if anything he'd have bio-augmentations that made the clothes of 18-35 year old women sheer. Slightly off-topic, there.

JOEL SNAPE
WRITER: Joel wanted his eyes, cheeks, chin, ears, hairline, teeth, elbows, eyebrows, jaw and toes replaced with a carbonfibre-steel matrix stronger than diamond. Is this made up? Mr Snape was unavailable for comment. Ah.

REVIEWED THIS ISSUE

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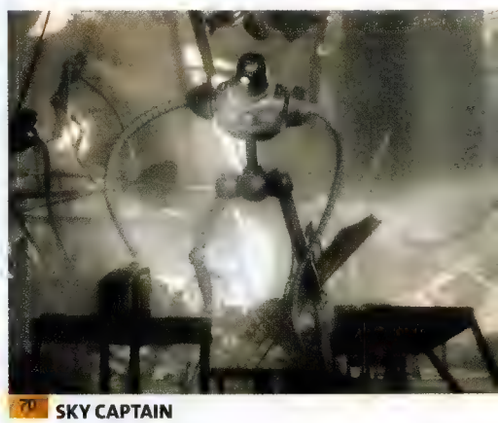

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THE TRUTH

Every game ever! pg92

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Namco
Publisher: Sony/Namco
Players: 1-2
Memory Save: 624kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

PREVIOUSLY IN PSM2...

"IT LOOKS EXACTLY LIKE THE LAST GAME – AND THE NEW CHARACTERS ARE PLAIN..."

PSM2#59

PSM2 GOLD AWARD

The MON£¥$HOT

Roger the kangaroo returns - this time without his reptilian counterpart Alex, but with a little son. Called Joey. Aww, bless.

EXTRAS! EXTRAS! EXTRAS!

Model Behaviour

Every *Tekken* comes with a shitty old arcade game to play while it loads, and this is no exception. This time it's *Starblade*, a semi-decent knockoff of the trench bit from the *Star Wars* arcade cabinet. All very well and good, but... well, retro games are rubbish, if we're being honest. Yes, they are.

"THERE'S NO SAYING WHY YOU'RE ON AN ICE FLOE, BUT IT LOOKS TOO GOOD TO CARE"

GAMEFAX

Beat 'em up

Scrapper

PS2 Exclusive

Violent

TRIVBURST

- All the typical options – Practice, Story Time Attack, Arcade, Survival, Team and Versus.
- New characters.
- 30 different characters plus outfit-swap extras.

PUBTALK

The smart-arse thing to say down the boozer.

'It's rumoured that the *Tekken 5* movie's in production, with a script by... the man behind Tomb Raider. Aaargh.

GAMEPIE

50% Whinging about Paul

30% Cheating with Heihachi

20% Making excuses about the buttons

"THEY'RE ALL BACK – BUT HAVE THEY TEKKEN IT TO THE NEXT LEVEL?"

TEKKEN 5

The King Of Iron Fist's back – and he's given his cuticles a buffing. But is Tekken as good as ever?

Heihachi Mishima is dead. No, not really. Yes, it says that in the intro. Yes, it's true that the scrotal-necked megalomaniac starts *Tekken 5* being cuddled by exploding-faced death-borgs. But nobody *really* thought that was enough to take him down, did they? He's crawling from the wreckage by the time the opening credits roll, he's stronger than ever – and he's even ditched that ridiculous nappy.

The good news is, the *Tekken* series is just as resilient as leathery old pops Mishima – and even more willing to admit it was wrong. The fiddly position-change throw system that marred *Tekken 4*? That's gone. Those annoyingly uneven playing fields? They're gone too. The destructible scenery? That stays, albeit without stupid big pillars in the middle of the arenas – now fighters simply take chunks out of the floor and walls. In fact, the scenery's one of the most instantly impressive things about *Tekken 5*, with a huge array of environments that shame even the mighty *Soul Calibur 2*. Okay, so there's no saying exactly *why* you're fighting on an ice-floe surrounded by penguins or smashing someone's face into a pile of doubloons in a pirate cave, but when it looks this good, who's arguing? The more conventional environments are just as picturesque, from a looming cathedral (breakable stained-glass windows, natch), to a field full of flowers – lovely. The retina-pleasing touches extend to the characters, too, with meatier and weightier characters beefing up the fighting beautifully. Jack looks less like an Action Man and more like an imposing kill-bot, Bruce Irvin's less like a perma-tanned vagrant and more of a chiselled kickboxer and Nina... just... jiggles. The one turd on the visual carpet's the final boss, who looks like a

GAME OVER

Tekken's endings are always a mixture of drama and 'comedy', and boss one's the latter. Hot contenders for best ending are Nina's stick sister-murdering scam, Heihachi's newest way of killing his son... and this. Honestly, it's funny when you see it.

THONGS OF PRAISE: Heihachi wears a nappy and a bow-tie at adopted son Lee's command. Steady on, ladies, he's a murderous psychopath.

"IT'S FASTER. IT'S NASTIER. IT'S WINCE-WHEN-YOU'RE HIT. IT'S MUCH MORE LETHAL"

DON'T LOOK BAAACK IN ANGER

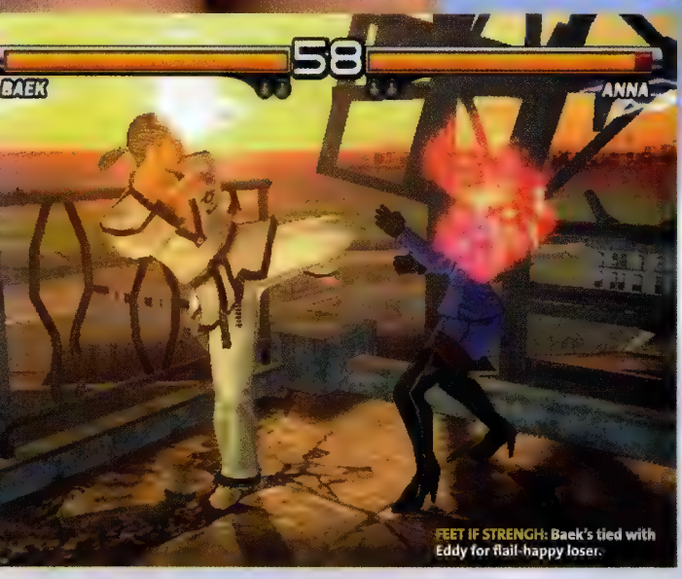
Tekken's nearly ten years old. To put that into perspective, imagine you'd had a kid on the day the first one was released – you could have already pressured him into being one of those freaks who takes their GCSEs six years early and ruined his life! Brilliant, eh? Just think – Back then, S Club Juniors *hadn't even been born*. Ah, bliss. Anyway, here's a fond look back at the heyday of the Iron Fist Tournament. Marvel at the sort of crap we used to think was good. Sheesh.

Did we really play this? Jack looks like he's made of Lego. It's... horrible.

The series progesses with girlie Jun and Chan-a-like, Lei. Still a bit rough, though.

Counter reversals come in, alongside characters like Xiaoyu, Bryan and Eddy.

Glorious. Note Jack's over-developed robo-arms. Welcome back, Tekken...



FEET IF STRENGH: Baek's tied with Eddy for flail-happy loser.

cross between Sean Connery and a Stegosaurus (and, incidentally, cheats like an Argentinian midfielder), but Christie Monteiro more than makes up for him. Mmm... dancing.

On a similar theme, *Tekken*'s eager-to-please designers have been swiping ideas from other games like fat kids in an understaffed cake shop. The improved breastometry's a clear nod to *Dead Or Alive*'s joypad-moistening followers, but so is Raven, the new ninja bloke who looks a lot like Ryu Hayabusa. In *Tekken* terms, he's a bit like a cross between Christie, Lei and Yoshimitsu – lots of improbable kicks topped off by some neat teleports and a couple of cheap poke attacks. He's a welcome addition to the fray. Of the other new characters, Asuka Kazama's basically a complete copy of Jun Kazama, who last appeared in *Tekken Tag Tournament* (and *Tekken 2*). She's a bit of an acquired taste, but at least she completes the set – every classic *Tekken* character's represented in one form or another, with the only omissions being obvious costume-swaps like Marshall Law. Best new combatant, though, is Feng Wei – or the *Virtua Fighter* character. He's your classic kung-fu badass with vicious rapid-fire strikes, and very similar to Lei Fei, the Shaolin monk from *VF4*. Also nicked from *Virtua Fighter* is the idea of fighter customisation – although here it's much less extensive and not quite as well done. Barring the chance to restyle Lee with a matched set of pistols and an electric guitar, the most exciting thing you can do is buy Anna Williams a flappy miniskirt. Yes, *DOA* players, *do* try to keep it civilised at the back. There's also the option to increase your character's rank by fighting progressively tougher computer opponents, but the key word here's 'computer' - though the AI's good, skipping up the levels to black belt isn't going to be a struggle.

The biggest change, though, is the violence. It's faster. It's nastier. It's more gruesome. It's wince-when-you're-hit, blink-and-you'll-miss-it stuff where one mistake can cost half a life bar. The juggles, toned down for *Tekken 4*, return with a vengeance – and with the ability to tech-roll out of it when you're pinned against a wall, they can be lethal. Combo timing's a touch more forgiving, too,

CHANG 'EM HIGH: Julia Chang's getting on, but we still would.

CHEEK DO IT: Like all kung fu masters, Feng has no taste in suits.

DEVIL IN DISGUISE

Every generation, one of the Mishima Zaibatsu grows a set of horns and turns even more evil. This time it's Jin, golden boy of the series and all-round nice chap. The ultra-cheap eye-laser move from *Tekken 3*'s been toned down, but he's still one of the best characters. You unlock him by either completing the dreadful Devil Inside mode [illegible] is much more palatable – completing Story [illegible] every single character. Incidentally, it's also [illegible] him a new 'face' for that classic Devil [illegible] smart.

JIN LIKE FLYNN: The troubled teen takes out his frustrations on several robo-monsters, using one tedious combo. Yesterday.

HORN SLIPPY: Obviously, there's another boss after Jin, but we won't be giving him away just yet.

GREAT BALLS OF FIRE: A flaming [illegible] to the grapes puts Law down.

in what looks like an attempt to appeal to people who've never played *Tekken* before.

Of course, it's quite possible that you're currently bleating about how the series reached its pinnacle in *Tekken 2*, before chicken-buffering and counter-reversals were invented. If that's the case – you witless oaf – just go back and *play* it. *Tekken History* lets you play the original arcade versions of the first three games – all the unlockable characters included – with virtually no loading times between bouts. As a historical fumble, it's fine – it shows how far the series has come, to the extent that you'll be massively frustrated by the huge, floaty jumps and slow recovery times. But seriously, why wouldn't you just play the big, shiny new one? The other oversight is that the minigames haven't been included, so instead of playing *Tekken Volleyball*, you're stuck with the dreadful new *Devil Inside* – a tedious platformer starring Jin Kazama. Scoot! Between bland, Lego-brick rooms, punching doors, switches and faceless robo-guards. Fire! Lasers out of your eyes as Devil Jin, until you realise it's draining more of your energy than the twenty goons you've just killed could've managed between them. And wonder! Why they didn't just leave *Tekken Force* mode in, considering that you're essentially restricted to using the same three combos from one character in a game that no-one would play. Hmph.

Still. This is *Tekken*, only even more so, and it's the best version yet. It's terrific, and a vital purchase for *Tekken* fans, for beat-'em-up fans... hell, for just about everyone. **Joel Snape**

■ Tek *it out on import now.*

"THINK THE SERIES PEAKED IN TEKKEN 2? JUST GO BACK AND PLAY IT, YOU WITLESS OAF"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's *Tekken*, but with the good bits put back in. – Nothing new – so if you didn't like it before...	+ Sharp, butch characters and gorgeous scenery. – Final boss designed with purple crayons.	+ Raucous grindcore rock music – perfect. – Steve Fox's Brit accent qualifies as a hate crime.

LIFESPAN

One of those great-if-your-friends-love-it-too things. The AI's good, but full of holes – and there's no online option. Grr.

MINUTES — YEARS

IT'S BETTER THAN...
VIRTUA FIGHTER 4

IT'S WORSE THAN...
SOUL CALIBUR 2

A return to form for one of Playstation's elder statesmen – glorious visuals and tight fighting make this essential. It'll be *Tekken* over your life in no time. <dies>

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INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-2
Memory Save: 98KB
Widescreen: Yes
50-60Hz: No
Surround Sound: No

TOP FIVE FIGHTING VENUES
- Caesars Palace, Las Vegas
- Staples Centre, L.A.
- Coliseum, Any part of ancient Rome
- Kebab Houses, Out front
- Wedding Receptions, the car park

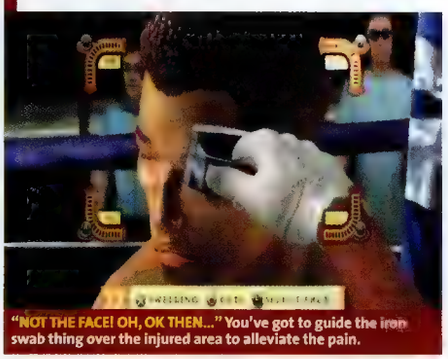
GAMEFAX
Sports | Beat-'em-up | Sequel | Realistic

TRIVBURST
- New EA Haymaker allows you to deliver one-punch knockouts.
- Iron down those welts and mop up the claret with the corner man mini-game
- Beef up your boxer to fight in different weight classes.

The MON£Y $HOT
Hooking hell! This year's trademarked haymakers are real strong. There's nothing quite like landing a couple of them in a row. Smack!

EXTREME IRONING

Between the pummelling, this year's *Fight Night* allows you to take control of your fighter's corner men. So instead of getting a cut-scene showing your battered boxer, you actually get to apply the necessary medical repairs to their contorted face. Use the right-stick to guide the iron over swollen areas and the cotton swab to plug the flow of blood. If you're a wee bit squeamish, you can always hit Ⓐ to let the AI do it. You wuss.



"NOT THE FACE! OH, OK THEN..." You've got to guide the iron swab thing over the injured area to alleviate the pain.

"SECOND FIGHT"

FIGHT NIGHT ROUND 2

PSM2 SILVER AWARD

The most intuitive beat-em-up on PS2 (cold) irons out its imperfections with knockout results.

SMELL THE GLOVE! The hooks are far more effective than last year.

Lunch hours have taken a violent twist here at PSM2 towers. No, we haven't set up our own Fight Club – not that we could talk about it anyway. What we're getting at is the toe-to-toe multiplayer pummelling of *Fight Night Round Two*. There've been more well-timed jabs than a doctor's surgery during a flu epidemic.

You'll notice how the graphics have been made ultra-realistic since the first *Fight Night*. EA have really punched the PS2 to its limits to harness the power needed to run these slick visuals. In turn, we're treated to a host of (almost) living, breathing and bleeding boxers. Fire out a flurry of punches, and your digital man will glisten with flowing beads of sweat. You can almost taste the salt. Smash your opponent in the face with your anvil-like mitts and their face will contort like a flummoxed Jim Carrey sucking a lemon. Gashes open like a pair of fleshy curtains. In between rounds you'll get a close up of the boxer's battered face as you try hamfistedly to patch them up. (see EXTREME IRONING).

As well as looking fantastic, the fighting's now much more fluid. Last year's *Fight Night* had several things we disliked – like the inability to clinch or block while walking – but they've all been sorted. These refinements now mean that fights can be prolonged with some effective guarding and grabbing. However, all is not well with the clinching

"FACES CONTORT LIKE JIM CARREY... GASHES OPEN LIKE CURTAINS"

QUESTION...
Which heavyweight boxer holds the record for the longest reign as champion?

GAMEPIE
40% Shouting, "Kill, kill, death, kill!"
20% Jabbing
20% Hooking
10% Bobbing
10% Weaving

ANSWER
Joe Louis kept hold of his belt for a whopping 11 years and seven months. That's longer than you'd get in chokey if you punched several men in the street.

MU-HAMMERED IN THE HEAD: Just look at the attention to detail. So lifelike.

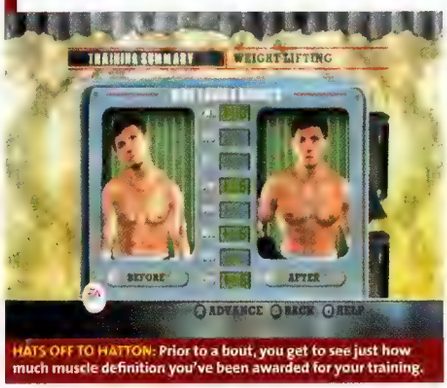
EXTRAS! EXTRAS! EXTRAS!

Blindsided

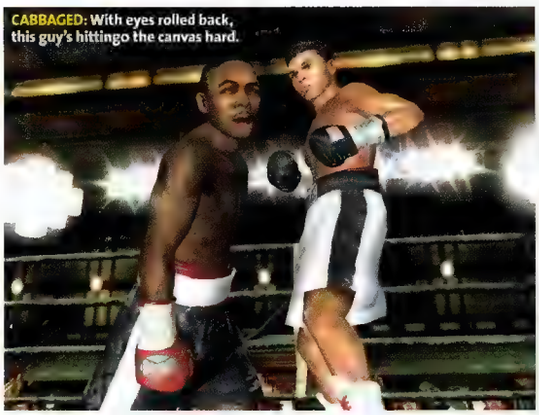
Take too much damage over several rounds, and you could end up with your eye swelling shut. When this happens, you'll become a lot more sluggish when it comes to blocking on the side where your eye's closed.

IT'D BE EASIER WITH STEROIDS

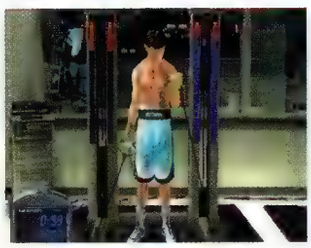
Not every boxer stays the same weight throughout their career, and EA have finally realised this. So instead of sticking with the stock body model throughout your career, you can now take your fella to the gym and aim for a specific shape. If you concentrate on the weight lifting side of training, your fighter will develop into a muscle-bound meathead. But if you aim for the fitness side of the training, your boxer will slim down but become ripped. Like Brad Pitt in Fight Club. Or Dave.



HATS OFF TO HATTON: Prior to a bout, you get to see just how much muscle definition you've been awarded for your training.


CABBAGED: With eyes rolled back, this guy's hittingo the canvas hard.

WEAVE IT OUT: Ducking and diving is far better than blocking attacks.



(Ⓐ) due to the inability to throw punches (or headbutts, for that matter) while holding on. Clinching is only a minor part of boxing, true, but it should've been represented properly. And we're not sure about the generous health burst that the clincher gets from grasping the clinchee, who doesn't benefit at all. It's not ideal for those knock-out moments, as the opponent can just cling on for a few weeks to stave off the inevitable visit to the canvas. While we're on the subject, it's worth mentioning that *Fight Night Round Two* has a sort of knockout cam, which dramatises those key moments with a widescreen view and echoing arena sounds as your energy dwindles. Nice.

An updated EA title wouldn't be right without a few new trademark moves thrown in, and *Fight Night Round Two* is no exception. The trademark comes in the form of an all new punch-modifier known as the 'EA Haymaker'. Using the right stick is still the way to deliver the hits, but now if you pull the stick in the opposite direction before finishing the movement, you'll unleash a hammer-blow capable of felling an opponent in one. Although it's incredibly powerful, it should be used sparingly as a missed swing will take a massive chunk from your punch stamina, leaving you weak and feeble as a kitten.

"USE THE HAYMAKER TO DELIVER A BLOW CAPABLE OF FELLING AN OPPONENT IN ONE PUNCH"

Also falling into the 'impressive' category is the reworked – and more coherent – career mode. Adding new depth is the ability to modify your weight as you progress (see PUMP UP THE MAN). This means you can create a powerful, overweight slugger or a lightning quick bag of bones. It's up to you. Another thing which has been given more significance is the clothing you buy. You see, each piece of clothing you purchase (so excluding the free stuff, natch) represents an increase in your fighter's attributes. For example, if you buy a specific pair of boots they'll add +3 to your overall speed, or if you equip a certain pair of gloves you'll be rewarded with, say, a +5 in punch strength. It's a nice RPG-style addition.

If there's a problem with *FNR2*, it's the lack of fighters on offer. Where are all the champions? Where's Klitschko? Where's Calzaghe? Where's Tszuy? Where's, er, Audley Harrison? Actually, forget that last one. The lack of these blokes feels like a huge gap in the experience.

Still, *Fight Night Round Two* is in a different class to it's nearest rival, *Rocky* and if these scarily realistic graphics are going to get even better on PS3, then we're surely in for another mano-a-mano fighting treat. So give it a try – after all, what's better than giving your mates a good ol' fashioned shoeing? In the game, *of course*. **Nathan Irvine**

■ *Get punch-drunk again right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ You know boxing, yeah? Well this is it... – No real problems. Unless you hate boxing.	+ Ultra realistic pugilists. – The replay cam doesn't always offer the best view of the action.	+ Punch-for-punch specific commentary. – The soundtrack could've been expanded.

LIFESPAN
You'll want to win every champ onship before you quit. And there's plenty of unlockable content to keep you coming back for months.
MINUTES

IT'S BETTER THAN...
FIGHT NIGHT 2004

IT'S WORSE THAN...
SOUL CALIBUR 2

Although the absence of some of the more recognisable boxers is criminal, we're more than happy to step into the ring for another round. Knock-out stuff.

89

INFOSTRIP

DETAILS
Developer: SNK Playmore
Publisher: Ignition
Players: 1-2
Memory Save: 197kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"One *KOF* game (on PSone) let you tear the clothes off female opponents during special moves..."

GAMEPIE
40% Big hair
30% Small trousers
20% Leather
10% Funny hats

GAMEFAX
Beat-'em-up
Saucy
Hard
Violent

TRIVBURST
- 24 characters – 14 series mainstays, six new ones and four hidden fighters.
- Send your opponents flying to the other side of the arena with the new Knock Back Attach feature.

NAKED AMBITION: Typically, the ladies 'wobble' with their every move.

FAMILY CADEMY: Ryo Sakazaki's sister also makes an appearance in the game.

The MONEY SHOT
As you'd expect from a Japanese fighting game, there's so much jiggling flesh on display, it's like the ladies are made of skin-toned jelly.

DRESS TO IMPRESS

Finish the game and you can unlock a 'rigging model' for each character. This lets you attach all manner of bizarre gubbins to your brawler, including party hats and headphones. You can also view their profile and spin their character model around should you ever want to 'inspect' your favourite character close up. Pointless, but something of a 'reward' for beating the game. And it's a damn sight better than the actual ending sequence.

HATS MAGIC: Kyo's rigging model comes complete with beanie, headphones, sunglasses and a strange metal thing on his back.

"IT'LL BE ALL FIGHT ON THE NIGHT"

KING OF FIGHTERS MAXIMUM IMPACT

The leap to 3D is a definite step forward for the notoriously backwards *King Of Fighters* series...

This is how Japanese games developers see America; absurdly-proportioned, impossibly-coiffeured Ashton Kutcher lookalikes in fluorescent cowboy hats shimmying around alleyways, prancing, pointing, hooting and throwing inept insults at each other – "Hey, man! You suck, like, *majorly!*" "Oh yeah? Well not as much as *you* suck, *jerkwad!*" – while someone in the background (probably wearing tight leather trousers and a giant purple sombrero) goes mental with an electric guitar.

Maximum Impact is an orgy of shoulder pads, immense multicoloured quiffs, sparkly platform shoes and body-hugging wetsuits. It's an audio warzone of cod rock, inane wisecracks and unintentionally camp voiceovers. In fact, there's so much going on that our senses periodically shut down in an attempt to gain some respite from the perpetual flashing, screaming and buzzing.

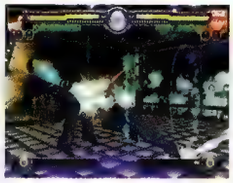
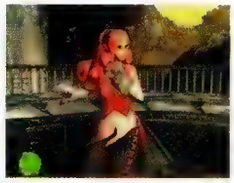
After choosing a character, the tournament begins. The compère, a terrifying cross between Matthew Kelly and a toucan, introduces you to your first opponent who, accompanied by the squeal of a guitar, zips in and berates you with a half-arsed, half-translated insult like "Your challenge? Unnecessary! Prepare to face ultimate doom! Hahaha!"

Then the fight begins. The first thing you notice is how obscenely well-animated the characters are. Every flick, whirl and twist is smoother than a porcelain baby and, following this tradition, the control system is responsive, tight and complex. It's not perfect – moves don't flow together as in *Soul Calibur 2*, there's no analogue support and it can feel awkward at times – but it's better than a lot of 3D scrappers.

Then, after working your way through story mode you come up against the final boss and resident hard bastard, Duke. We tackled him on the normal difficulty setting and he basically killed us to bits within seconds. He does the classic 'cheap, unavoidable move' routine and it took us about four tries to get rid of him. But we did – and for what? A tiny ten-second ending. Bah.

But still, *Maximum Impact* is massively enjoyable. There are plenty of characters (24 in total, including secrets), the action is frenetic and well-paced and there's plenty to do in the form of the new 'mission' mode which pits you against the clock in a series of increasingly-difficult challenges. It's not as accomplished or enjoyable as *Soul Calibur 2*, certainly – but it's a hell of a lot funnier. **Andy Kelly**

■ *Be the King right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Varied, slick and often hugely exciting. – Unyielding and will terrify newbies.	+ Accomplished character design and animation. – It's a little bit sterile compared to some.	+ Hilarious acting and powerful music... – ...but with a strong whiff of cheese about it.

LIFESPAN
There's a lot to do here. There's story mode, multiplayer, training and the new mission mode. Should last fans an age.
MINUTES ... YEARS

IT'S BETTER THAN...
CAPCOM FIGHTING JAM

IT'S WORSE THAN...
SOUL CALIBUR 2

If you can't handle the *KOF* series, take 5 points off – otherwise, this is a diverse, feature-packed rucker that'll keep die-hards plugging away for a small lifetime.

79

KOEI
www.koei.co.uk
www.tacticalrpg.com
PlayStation 2
Tides of men will face
the tides of war.
KESSEN III
決戦
April 2005
A Kou Shibusawa Production | An Action Strategy Game
12+
www.pegi.info
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DOLBY PRO LOGIC II

INFOSTRIP

DETAILS
Developer: Gameloft
Publisher: Ubisoft
Players: 1-2
Memory Save: 165kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"CHAOS THEORY IS LOOKING LIKE THE MOST COMPELLING YET"
PSM2#60

GAMEFAX
Action/Adventure
Hard
Sequel
On-rails

The MON£Y $HOT
One of the few bright bits sees you tiptoeing through a Mission Impossible-style server room, shinning up a rope as the power comes on and the place is bathed in light.

PSM2 SILVER AWARD

LOOK OUT BELOW: This takes years of pullups, and isn't worth it.

SPOTTED PLANT: Probably shouldn't have left the lights intact, eh?

"YOU'LL SPEND AT LEAST SEVENTY PERCENT OF THE GAME IN TOTAL BLACKNESS"

PUBTALK

The smart arse thing to say down the boozer

'D'you realise Michael Ironside – the voice of Sam – gets his arms ripped off in Total Recall and his legs ripped off in Starship Troopers? Talk about typecast...'

GAMEPIE

80% Hearing that night-vision whirr.
10% Strangulating guards, then dragging them for miles.
5% Deliberately trying to scare people before killing them.
5% Worrying that we've gone a bit mental.

TRIVBURST

- The third in the series of Tom Clancy-endorsed stealth-'em-ups.
- New co-op and, er, "adversarial" modes.
- Soundtracked by 'sonic sculptor', Amon Tobin.

QUESTION TIME: A sneak[illegible]us [illegible] Sa[illegible]nding ans[illegible]

"BUT WHY DON'T THE GUARDS SPOT THOSE THREE GREEN LIGHTS?"

SPLINTER CELL: CHAOS THEORY

'Fisherrr!' Sod off, Lambert – we'll cause as much chaos as we like...

First alert: *Chaos Theory* is dark. Really dark. Not wuss-dark, like *Manhunt* or *Metal Gear* – we're talking Hoxton nightclub full of goth ninjas dark. On a Darkness theme night. During a power cut. Even the most hapless security guards seem content to trundle round in total blackness, with the result that you'll spend at least seventy percent of the game using night vision. The pictures you'll see scattered across the next four pages are the some of the brightest bits of the game – and they're still pretty dark. If we showed you a real cross-section, it'd look like we'd gone mental and acicdentally set the screenshot-o-matic to 'really green'. If you're after glorious sunlight shimmering across rippling water – or if you're a bit claustrophobic – this is not the game for you.

Second alert: *Chaos Theory* is hard. That's partly why it's so dark. Guards can kill you with one burst of fire and they're more intelligent than in previous instalments, noticing broken lights and waving torches or flares of their own. By the end of level one you're conditioned to react to bright light like a gremlin – shooting out bulbs, blowing out candles, even switching off computers and vending machines in case you're caught in their telltale glow. Riffling through your vision modes to check out fiendishly hidden tripwires and cameras in quiet areas becomes second nature. There's no

ANDY MCSTAB: Ah, the old knife-in-the-back. Not so useful on coppers.

"SPRINTING TO THE FINISH WITH ALARM BELLS RINGING FEELS LIKE A HOLLOW VICTORY"

GUT REACTION: With precise timing, you can do frontal knifings with no noise.

...rangle the wrong
...tripwire without a
...ucklesome pal who'll
...e advice in your shell-

...heory is great, thanks to
... and some very clever
...t obviously, the new Quick Save option's invaluable, encouraging you to experiment with different solutions and reload if you trigger an alert – in short, getting you to play the game properly. Secondly, Lambert isn't such a hassle any more – he can bellow as much as he likes, but the fact remains that the game doesn't end just because you trigger an alert any more. Instead, there's a four-strikes system that's pitched just right. The first alarm's a freebie. The second makes guards more jumpy, and sometimes triggers reinforcements. The third sees the goons don armour and shine torches – effectively making it much more difficult to complete bonus objectives – and a fourth'll make Lambert cancel

WHAT WAS THAT NOISE?

Part of the appeal of Splinter Cell's that, when the lights are off, you feel a bit like Buffalo Bill from Silence Of The Lambs. No? Well, consider our favourite new trick: 1. Switch a light off. 2. Stand by the light switch, and wait for some flunky to come groping through the dark to switch it back on. 3. Murder him right up. Brilliant, eh? And for the more adventurously homicidal, Sam's got a whole bag of nasty new skills.

Hide in water, make noise, drown guard when he comes to investigate. Repeat as necessary.

KURGH! Dangle over the edge of a building, whistle, hurl guard off when he peers over the balcony.

SC PISTOL 19 / 39

SWURK! Alternatively, just shoot out all the lights and knife everyone in the guts as they stumble around.

DROP IN FROM CEILING... But not your fellow spies. Obviously.

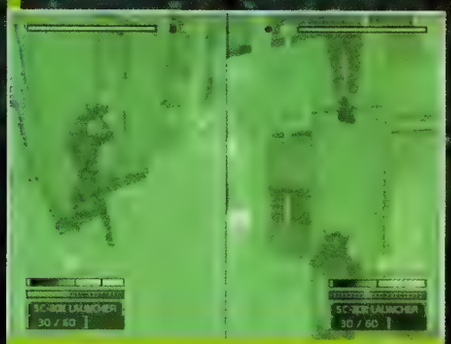
WET AT R... Rain m... noise and masks m...

SHUSH YUPPIES: Lambert gets all upset if you kill civilians.

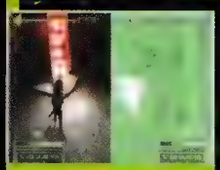
THUD WILL TELL: Unsurprisingly, this is one of the lousier ways of offing people.

SPIES LIKE US

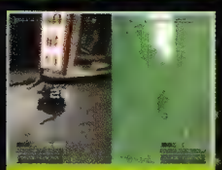
Good news for anyone online – the Spies Vs Mercs option returns for some of the best two-on-two action outside of a particularly good grumble flick. One side's got guns, lights and flares – the other's restricted to acrobatic abilities and itchy strangling hands. It's poetry, but in gaming form. It's just a shame there's so little of it, really. More disappointing are the two-player co-op missions – playable split-screen rather than online. They're usually restricted to a single room or street, mini-puzzles where you need to, say, lure someone down off a rooftop or get past a searchlight in tandem, and they're just not that much fun, unfortunately.



Here, the mercenaries embark on a co-op mission. These lack that certain edge, disappointingly.



The light is rare. Usually, it's all darkness.



Time's running out for this one.

EXTRAS! EXTRAS! EXTRAS!

Online mode WIP

- We've played the *'Zone* online and we're impressed with the performance. There are 8 huge maps to play on currently with only a hint of slow-down occasionally. We'll have an update of the final maps and modes next issue.

all your secondary objectives. You can a... complete the job, but you'll still have to c... certain objectives during later missions, a... sprinting to the extraction point with ala... ringing feels like a hollow victory. Even wh... specifically ordered not to shoot anyone, the reasons are so solid (they're cops, they're civilians, the room's full of explosive gas) that it's hard to object. Perversely, the fact that stealth's an option rather than an order makes us more inclined to use it. Maybe we've just got issues with authority.

Most importantly, though, now you can smack people in the face. Sam's got a slew of new acrobatic moves – the dangling neck snap's the most spectacular – but the easiest and most effective is simply strolling up and giving them a ... of sheer genius. It's ... creep up on a ... of light/noisy ... into their brain before they can get a shot or a yelp off. To question them, though, you'll still need to attack from the rear, so it isn't *quite* as easy as you might think. In fact, the only letdown's that occasional quirks in the AI destroy your Leon-style professional assassin illusions – some guards'll get momentarily panicked when you shoot or gas their friends, for instance, but calmly sit down next to their corpse when the alarm goes off. These are just glitches, though – other guards react perfectly ... firing wildly down corridors and making a run for the alarm button when they think the coast's clear.

And that *other* stealth game? Well, they're two different prospects. *Splinter Cell*'s solid throughout, offering up level after level of Zen-like stealth action for hardcore sneakers with no distractions. In contrast to *Metal Gear*, though, this can make it feel a bit flat – sure, you're rarely bothered by tedious polito-dialogue, but you never get the heartwarming feeling of discovering poo-flavoured camoflage suits, mucky posters and really stunning set-pieces designed by one wildly eccentric man. Even its friendly jabs at Kojo's masterpiece – 'D'you want the world to be overrun by a bunch of snake eaters?' quips Sam, during one interrogation – come off like a drunken heckler taking on Bill Hicks. And its other draw – the new co-op missions – simply aren't long enough, probably thanks to memory requirements.

Fourth alert: *Chaos Theory*'s a superb 'ending' to an excellent series. It's sure to be back on PS3, and hopefully the extra processor power'll let Ubisoft give us some levels that aren't completely black. Not that we're afraid of the dark, or anything. It's not quite black magic, but Sam's latest is something that's often pretty damn special all the same. **Joel Snape.**

■ *Chaos Theory is out now.*

"THE MOST EFFECTIVE MOVE IS SIMPLY GIVING THEM A KNIFE IN THE BLADDER"

RAPPELLING RUMBLE: Sadly, you can't really abseil at a decent speed.

C... ...E: It's possible to bypass some of the chattier guards entirely.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Instinctive controls - and the instant kills help. – Not much in the way of peaks and troughs.	+ Gorgeous, when there's a bulb actually working. – You spend most of your time in green-o-vision.	+ Murky and atmospheric, much as you'd expect. – Shame the guards don't get a bit more panicky.

LIFESPAN

It's absolutely rock hard, no doubt about that, but you'll get through it in a weekend if you're good enough.

MINUTES — YEARS

IT'S BETTER THAN... PANDORA TOMORROW

IT'S WORSE THAN... METAL GEAR SOLID 3

A terrific ending to the series' PS2 lifespan. Cell's shaded (ahem) by *MGS3*, but it's still a superb title in its own right. See you on PS3, Mr Fisher.

88

INFOSTRIP

DETAILS
Developer: Pandemic
Publisher: THQ
Players: 1
Memory Save: 354kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"ORIGINAL, ANTHRACITE-HARD AND TREMENDOUSLY ATMOSPHERIC AS WELL"
PSM2#60

GAMEFAX
Strategy
War
Hard
Original

TRIVBURST
- 13 levels of intense combat.
- Based on a simulator used by the U.S. Army.
- Some of the most sophisticated AI yet.
- Includes levels from the PC and Xbox versions.

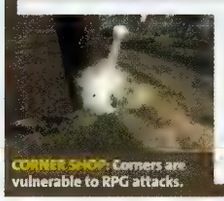
The MON£¥ $HOT
Leading your squad through seemingly impossible odds to achieve victory. It makes all the fiddling with tiny soldiers worthwhile.
PSM2 SILVER AWARD

"WAR, WHAT IS IT GOOD FOR? GAMING, THAT'S WHAT"

HEAVY METAL

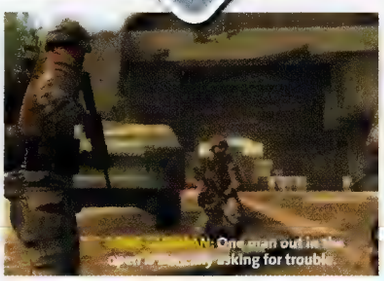
Throughout the game you're given access to various explosives, including the grenade launcher. This is ideal for removing well-hidden snipers, clearing groups of enemies and destroying scenery. Watch out though – the enemy have grenades too, as well as RPGs and mines. You're as susceptible to fiery bomb-death as they are.

HEAVY METAL: You can't drive any vehicles, but they make great moving cover. Maybe we can helm them in the sequel, eh?


CORNER SHOP: Corners are vulnerable to RPG attacks.

FIELD OF DREAMS: The open war zone is a deadly place.

SUNNY DISPOSITION: The environments are pleasantly sunny and bright.


ONE MAN ARMY: One man out in the open is basically asking for trouble.

FULL SPECTRUM WARRIOR

Tense, tactical and unnervingly realistic... it's like taking your GCSE's at gunpoint.

ARCHITECTURE: There's a lot of lush environments to feast your eyes over.

To give you an idea of *Full Spectrum Warrior*'s scale and complexity, we're an entire hour into the game and we've just reached the end of a lengthy tutorial section. We've gone through everything from basic movement, flanking and laying down covering fire to launching grenades, scoping out enemies and fiddling with GPS and, to be honest, it was all a bit tedious. Trudging through lesson after lesson, the sergeant crackling over the radio barking reams of stuff you'll never, ever remember... it's like school all over again. But with machine guns instead of pencils.

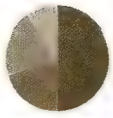
But it's basically essential if you're going to get anywhere. You can't wing it like you can in most games – you have to know what everything does because when you're out on your arse in the battlefield, there are no help messages or big pink arrows telling you where to go. You've got two squads of men, a battlefield and any number of well-hidden, well-armed, intelligent enemies. It's harder than dried-in diamond cornflakes.

Taking the guise of a disembodied 'presence', your task is to command

"IT'S LIKE SCHOOL, BUT WITH MACHINE GUNS INSTEAD OF PENCILS"

TOP 5 WARRIORS

- Conan
- Samanosuke
- Cleon
- Mad Max
- The Ultimate Warrior



GAMEPIE

50% Barking orders
20% Brutally dying
20% Shifting between cover
10% Comedy quips

PUBTALK

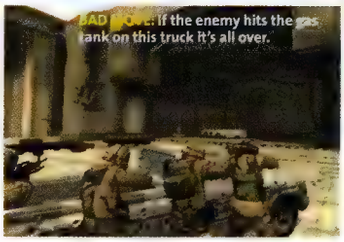
The smart arse thing to say down the boozer.

"*Full Spectrum Warrior* means a soldier equipped and trained to deal with almost any situation. And not a warrior made of an old, rubber-keyed computer"

THE WHOLE ROOF: Indoor environments require a radical rethink of tactics.

MEN AT ...: Your squadmates often chatter among each other.

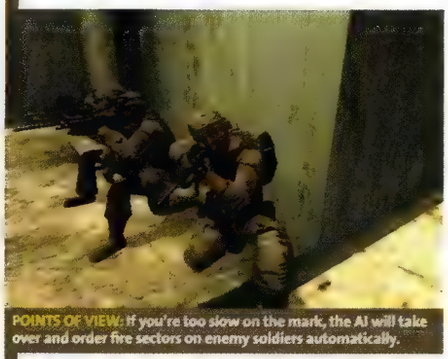
ABSENCE WITHOUT LEAVE: Sometimes it's best just to run away from enemies.



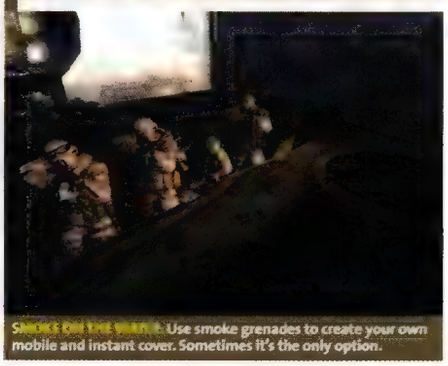
BAD ...: If the enemy hits the gas tank on this truck it's all over.

HELPING HAND

Forming a strategy is the core of *Full Spectrum Warrior*. It can be incredibly complicated at times, especially since you have two teams of soldiers under your control. Most assaults involve using one team for covering fire while the other runs to a vantage point, letting them pick off the distracted enemy, but this doesn't always work and you'll have to wrap your brain around various challenges as the game progresses. For example - you have to cross a courtyard, but there's a squad of men guarding the other side. You need to flex your brain to proceed.

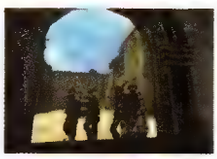


POINTS OF VIEW: If you're too slow on the mark, the AI will take over and order fire sectors on enemy soldiers automatically.



SMOKE ON THE WATER: Use smoke grenades to create your own mobile and instant cover. Sometimes it's the only option.

"INTIMATE AND INTENSE. YOU FEEL AS MUCH PART OF IT ALL AS YOUR MEN"



Bravo Team and Alpha Team by pointing, clicking and issuing commands. It's fundamentally a strategy game, although it's uncharacteristically intimate and intense. You're placed right behind your mens' heads, you see, meaning you feel as much a part of the action as they do (and can study their lice close-up). It's an interesting angle on strategy and the game feels fresh as a result.

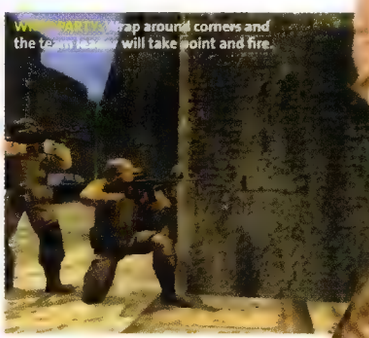
Many of your squad's actions are helped along by the exceedingly clever AI. Point them to the edge of a building or cover and they'll take formation, wrapping around the edge, letting them peer around for enemies. They'll also fall prone when under fire and pick their own targets while under attack. Not revolutionary, but it keeps things tight and makes sure pissing around is kept to an absolute minimum.

But, alas, *Full Spectrum Warrior* becomes a slave to its own rigid rule set. It might give the impression of freedom, but there's always one set way to clear a level and once you suss it out (which, granted, will take a while) you'll simply barge through and never play that again. Enemy placement is also a problem and you'll often feel unfairly outnumbered and outgunned by them.

Say what you will though, the truth is *Full Spectrum Warrior* is one of very few games of its type on PS2. As far as war simulation goes, it's one of the most realistic games ever designed. Forget *Medal of Honor*'s claims – this *is* war. The levels are varied, the action frequent and there's so much to get to grips with that it really does feel like value for money. A comprehensive package let down only by a schizophrenic camera and an over-reliance on doing what you're told. Just like the real army, in fact. **Andy Kelly**

■ *FSW breaks cover now.*

HI... ... The ancient Middle Eastern buildings are very nice looking.



WHEN PARTY... ... wrap around corners and the team leader will take point and fire.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Deep and plenty of scope to experiment. – Levels often force you down one path.	+ Nice heat haze effects and locations. – Some poor character models.	+ Good atmospherics and explosions. – Uninspired and faintly annoying voice acting.

LIFESPAN

There are 13 missions, all of which are hard and will take you up to a few hours to suss out, so this'll keep you going for a while.

MINUTES — YEARS

IT'S BETTER THAN...
CONFLICT: VIETNAM

IT'S WORSE THAN...
CALL OF DUTY

The most realistic war sim on PS2 and a stiff dose of hardcore strategy for the thinkers among you. Detailed, deep and thoroughly well-designed.

85

INFOSTRIP

DETAILS
Developer: Savage
Publisher: Midas
Players: 1
Memory Save: 82kb
Widescreen: Of course not.
50-60Hz: Ditto.
Surround Sound: And again.

PUBTALK
The smart arse thing to say down the boozer.
"They're doing a He-Man movie, out next year. It stars Jason Lewis, former star of Sex In The City and, er, Beverly Hills 90210. It'll be 'ace.' Or not."

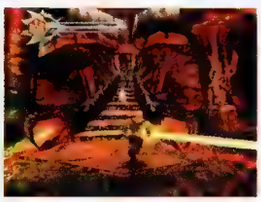
GAMEPIE
100% Realising you paid money for this and trying to fight back as your sense of shame rises up your spinal column and strangles your brain.

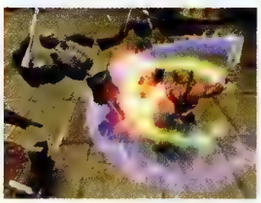
GAMEFAX
Budget
TV Tie-in
Action/Adventure
Shit

TRIVBURST
- Relive your favourite childhood cartoon! And weep real tears.
- Ride on Battle Cat! And weep a bit more.
- Ten long, agonizing levels of utter garbage.

The MON£Y $HOT
He-Man and Skeletor meet in what should be the ultimate conflict of good and evil. It's not, though. It's just as horrible as the rest of the game.

ANIMAL KNACKERS: Skeletor and He-Man charge. But you just won't care.





BLUNDER-CATS

Here, you see He-Man astride Battle Cat, his gun-equipped feline chum. What you should be able to do is tear through the woods, mowing down enemies and revelling in your cat-based carnage. What actually happens is that the camera jerks all over the place, making it impossible to aim properly and, though this section possibly plays marginally better than the main game, it's still, in essence, dreadful. By the way, if anyone dares to try *He-Man*'s sort of crap on with the Thundercats licence, there's going to be trouble.

BATTLE SCAT: You wouldn't think it by looking, but this bit's actually better than most of the game. Still crap, though.

"DISASTERS OF THE UNIVERSE: NUMBER 32 – THIS GAME"

MASTERS OF THE UNIVERSE HE-MAN: DEFENDER OF GRAYSKULL

It's only twenty quid. Right, that's the good points dealt with – onto the slagging...

He-Man is diabolical. We pondered for ages how best to convey this to you all, but eventually decided that there are so many abysmal flaws, the best way to illustrate how crap it is was simply to list them all in the order you'd come to them, were you mental enough to actually buy it.

Should you manage to bring yourself to go beyond an opening screen that looks like it's been done with finger-paints, on starting the game, you find yourself alone in a small, grey room. Hardly inspiring. You'd best try and love it, though, because the second room *looks exactly the same*. Right down the positions of the rocks at the back. *And so does the third*. In fact, *so does almost every room within the first twenty minutes of playing*. Sounds unbelievable? Sadly, it's all too true.

Then you'll notice that the baddies are rubbish. It's hard to tell what most of them are, in fact. Are they skeletons? Humans? Zombies? What? Who cares, though? Hammering ⊗ a couple of times takes them out without a problem. Skill? Who needs it? All the enemies fall easily enough, even the, er, big blue bear things.

You'll find a locked door. 'You need the key,' says the message on screen. You'll find it by smashing open the right box with your sword. Mind you, there are lots of them. Uh-oh. You're going to be spending the entire game smashing open every box in sight, looking for keys. Aargh. And it gets better – not every box can be smashed. Yet those that can't are indistinguishable from those that can. Christ on a moped.

Now you'll find yourself in a room with lots of giant pistons pumping in from both sides. Dash through the middle to avoid being squelched, eh? It should be a breeze. It's not. There's something criminally wrong with the collision detection and you'll be flattened about thirty times before you succeed. It's absolutely maddening.

By now, the will to live will be fading fast. What you need is a 'jump across some moving platforms bit'. Why, the crappy collision detection, plus the fact that He-Man's as nimble as a dead elephant, ought to make this a laugh! Oh, it's not. Then, several ice ages later, you'll finally hop down from some boxes to the ground. Wait – why is He-Man practically *floating to the floor* like he's suddenly made of feathers or something?

And that's only the first half-hour. It really doesn't get any better, no matter how far you play into it. *He-Man* is dismal. And yes, it's only £20, but you could pick up two decent second-hand games for that. This is cheap tat aimed squarely at the nostalgia market and should be left to wither away on the shop shelves. **David Cook**

■ He-Man *is out now. But don't do it.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A ha ha ha ha ha. You jest, surely? What gameplay? – Everything.	+ No comment. – They appear to have been drawn by a remedial art class.	+ Tolerable voice acting. – He-Man grunts like Monica Seles whenever he does *anything*.

LIFESPAN
Play it for half an hour, think "this is worse than a 24-hour Hale and Pace marathon" and then take it back to the shop.
YEARS

IT'S BETTER THAN...
MIAMI VICE

IT'S WORSE THAN...
EVERYTHING ELSE

Cancerously bad, yet this is the sort of thing that feeble-headed nostalgia monkeys buy to remind themselves of their schooldays. Don't be one of them.

15

BE WARNED,
NINA COMES
WITH BAGGAGE.
PlayStation.2
DEATH BY DEGREES
16+
namco
FUN,
ANYONE?
PlayStation.2
namco
THE LEGEND OF TEKKEN'S FIRST LADY BEGINS HERE.
With her shadowy past, an impressive arsenal and trademark Tekken moves,
Nina Williams is a woman to cross at your peril. www.ninawilliams.com

INFOSTRIP

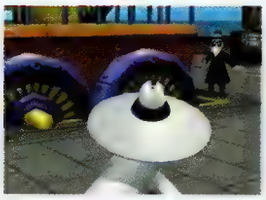
DETAILS
Developer: WayForward
Publisher: Take Two
Players: 1-4
Memory Save: 453kb
Widescreen: No
50-60Hz: No
Surround Sound: No

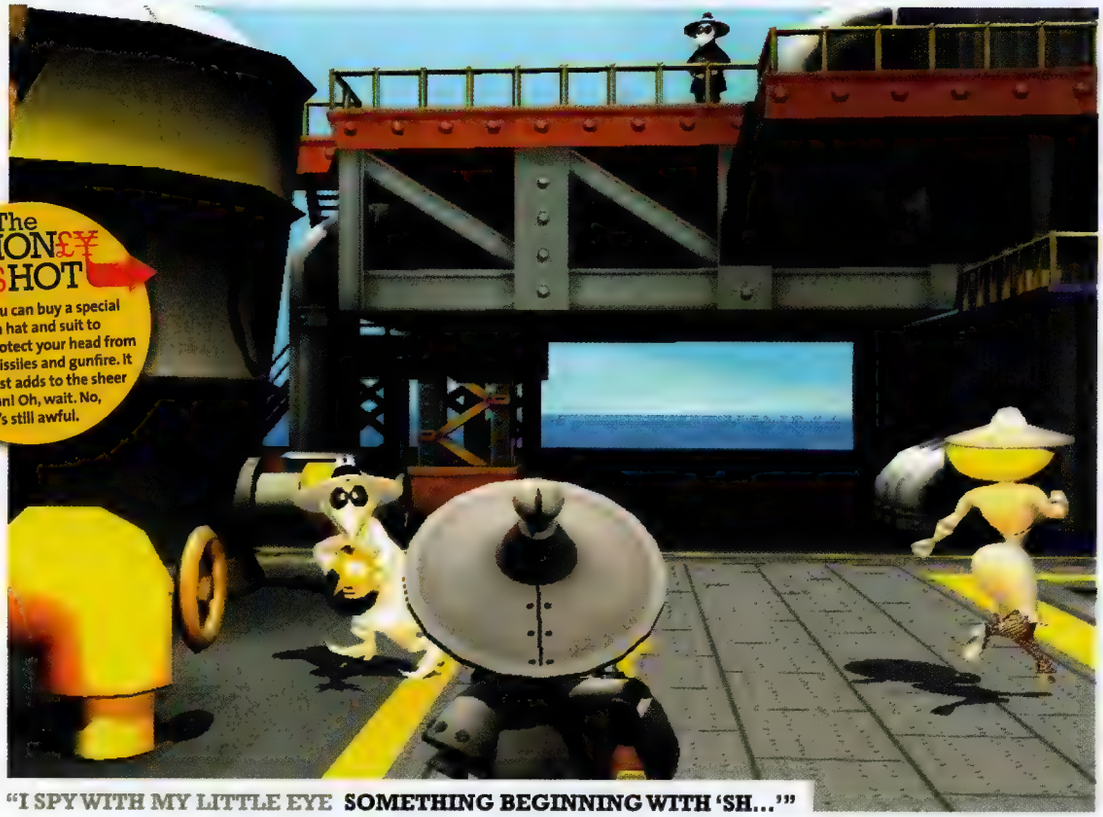
PUBTALK
The smart arse thing to say down the boozer.
"Did you know that in America, the spies actually advertise sickly sweet soft drink Mountain Dew?"

GAMEPIE
30% Tip-toeing about
20% Firing guns
20% Wearing hats
20% Getting one up
10% Despair

GAMEFAX
Shit
Stupid
Action
Budget

TRIVBURST
- Three game modes to play
- Classic, Modern and Story.
- Loads of weapons including TNT, guns and bazookas.
- Play online with other like-minded mentalists.



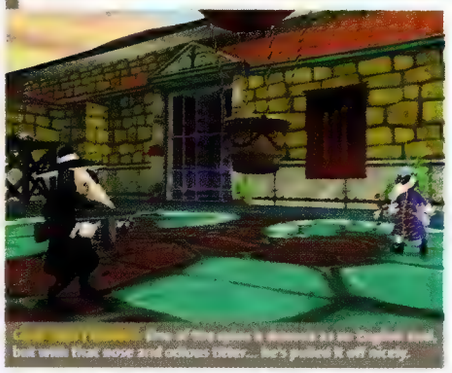


The MONEY SHOT
You can buy a special tin hat and suit to protect your head from missiles and gunfire. It just adds to the sheer fun! Oh, wait. No, It's still awful.

"I SPY WITH MY LITTLE EYE **SOMETHING BEGINNING WITH 'SH...'"**

SCENE BUT NOT HEARD

The 'action' is broken up by cut-scenes depicting the spies' exploits, as previously seen in their cartoon strip in American magazine MAD. Always at each others throats (for seemingly no reason), they get up to all manner of *ker-azy* hijinks, including blowing each other up and murdering one another. *Hee-larious!*

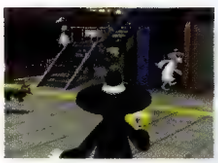


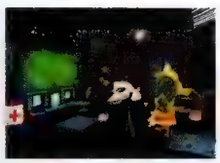
SPY VS. SPY

Dismal remake of game from the past in 'unsurprisingly awful' shocker. Why do people bother?

David Vs. Goliath. Oasis Vs. Blur. Rocky Vs. Ivan Drago. Tom Vs. Jerry – all great rivalries. Then we have *Spy Vs. Spy* which is more along the lines of Jordan Vs. Jodie Marsh; contrived, hollow, plastic and completely preposterous. And not just because it's a remake of a ZX Spectrum game from ten thousand years ago – simply because it's crap.

Your task, should you suddenly lose your mind and choose to accept it, is to outsmart and, basically, murder your opponent. You can use weapons – tommy guns, clubs, bombs, spring-loaded boxing gloves, rocket launchers et ál – or you can lay traps for them to blunder into. Brilliant! Only it's not. In fact, we can barely conjure up a coherent description. It's just... *bleurgh*. Hell, it's not often we're left speechless, but *Spy Vs. Spy* is such a non-event that it begs the question – why? Several times, in fact. And there are no answers.





Why does every second of play feel like an unnecessary chore? Why are the spies so desperately unlikeable? Why does nothing of interest ever happen? More importantly, why does it *exist*? The developers, no doubt obsessed with the dubious kudos that comes with resurrecting ancient franchises, have created something that, excitement-wise, is on par with watching twelve snooker matches back-to-back on a four inch black and white telly. While eating dry crispbread.

You can pick one of three game modes. There's 'classic', which re-hashes the old games, 'modern' which plays like a kind of deathmatch and then the real, er, 'meat' of the game, 'story' mode. This is basically a really poor platform-type-thing with irritating 'zany' cut-scene interludes. It's completely unimaginative – jump this hole, push this button to open this door, blah, blah – with no sense of life. Nothing new happens, nothing makes you sit up and go 'wow'. It's just a morass of tedium. And the collision detection's rotten.

Then there's the character design – it's awful. The spies look like voles, and their laugh (a sort of high-pitched snicker) is horrifying. We can think of a million better spies than these cretinous pointy charlatans; James Bond, The Saint, The Man From UNCLE, mince pies... the list goes on.

In its favour, some of the weapons are quite fun. They're very *Worms* in style (comedy boxing glove things, bats, machine guns, etc), but it's so floaty and glitchy that it barely matters. The action can be quite frantic, and parts of the level design are kind of imaginative, but that doesn't stop it from being completely devoid of entertainment in solo mode. You might squeeze some fun out of it in multi-player, but not for long.

It's worse than, well, most games we can think of. It might only be twenty quid and it might feature online play, but it's just too dull to be worth anyone's while. If there's a God on this Earth we'll never have to see *Spy Vs. Spy* ever again. Well, *maybe* we'd accept an improved sequel or spin-off. But that's a big maybe. **Andy Kelly**

■ *Spy Vs Spy can be left on the shelves now.*

PSM² VERDICT

GAMEPLAY
+ It's very easy to get to grips with...
– ...but when you do, you realize it's *awful*.

GRAPHICS
+ Some nice design and texture work.
– But it's far too 'zany' for our liking.

SOUND
+ Some passable sound effects.
– That hideous laugh. Please shut up!

LIFESPAN
Play online and you'll get the most out of it, but otherwise there's little here to keep you entertained.
MINUTES — YEARS

IT'S BETTER THAN...
HE-MAN

IT'S WORSE THAN...
WORMS: FORTS

Dull, workmanlike, uninspiring and a near total waste of time. It isn't fun, even for a measly £20, and we don't think hardly *anyone* will appreciate it. Ouch.

3 2

INFOSTRIP

DETAILS

Developer: EA Big
Publisher: EA
Players: 1-4
Memory Save: 256KB
Widescreen: No
50-60Hz: No
Surround Sound: yes

GAMEFAX

US Sports | Sequel | Multi-tap | Violent

"A SILLY WALK ON THE WILD SIDE"

NFL STREET 2

We bet the Monty Python team never thought they'd be emulated in an American football game...

Confused by the intro? Let us explain. In 1970 (you might want to ask your dad about this), lanky comedian John Cleese performed a sketch called The Ministry of Silly Walks on Monty Python's Flying Circus in which he strode across the floor in a number of ridiculous ways, like throwing his legs high in the air or awkwardly squatting mid-movement. The routine is one of the most memorable in TV history.

Where are we going with this, we hear you cry? Well, Monty Python didn't rely purely on a series of silly walks to keep people entertained, but EA's *NFL Street 2* offers little alternative.

Unlike its basketball (*NBA*) and soccer (*FIFA*) cousins, US football doesn't really cut it when it comes to showing off. You throw, you catch and you run. It's a far cry from scissor kicks and alley-oops. So most of the time you'll be holding L1 and pressing a direction to make your player perform one of those aforementioned 'silly walks'. They'll flap their arms like an eagle, or bounce the ball between their legs their taunt the opponent when running in a touchdown. 'Great'.

The presentation is slack, the focal point being dreadlocked rapper Xzibit, roped in to talk you through Own The Streets mode, in which you assemble a team and take on other top players. The only saving grace is that your created players can be carried into (not confirmed, but we know) *Madden 2006*. But with so little diversity, you might as well £40 on the Monty Python DVD boxset and learn some silly walks. **Nathan Irvine**

■ NFL Street 2 *is fumbling around stores right now*

PSM2 VERDICT

It's amazing how this game saps the enjoyment out of the sport. It isn't as desirable as the other *Street* games and the visuals and action are substandard.

55

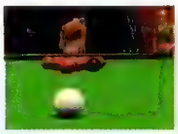
INFOSTRIP

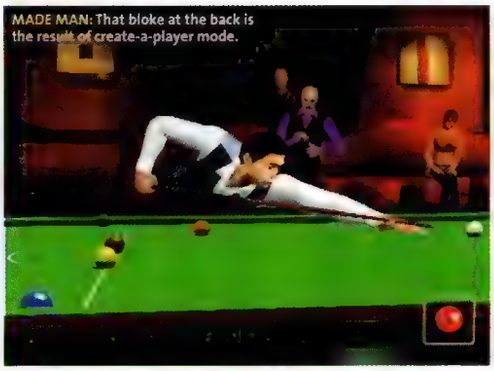
DETAILS

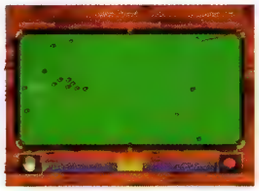
Developer: Blade Interactive
Publisher: Sega
Players: 1-2
Memory Save: 93KB
Widescreen: No
50-60Hz: No
Surround Sound: No

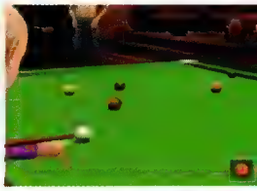
GAMEFAX

Sport | Realistic | Official Licence | Hard









"WE'RE NOT SNOOKER LOOPY"

WORLD SNOOKER CHAMPIONSHIP 2005

The 'damned with faint praise' radar is running red hot...

Digitised sports can never recreate the fun of the real life experience. No F1 game, for instance, could beat the adrenaline of going down to Silverstone and breathing in the heady mix of anticipation and petrol fumes. *Pro Evo* still isn't – quite – as good as actually kicking a ball round a park. And as for *Rumble Roses*, well, that doesn't even compare to actually watching nudey lady mud-wrestling in the, ahem, flesh.

And so we come to *World Snooker Championship 2005*, a licence passed from Codemasters to Sega, which – guess what? – isn't as good as actually playing snooker. Yes, there's a 'design a player' feature, there's the usual array of extras like pool, billiards and trick shots and you can play against other people online, which is a nice addition. Yes, the ball physics are accurate, two-player mode is as compelling as you'd expect and, other than that the AI players can be a little too fiendish – often clearing entire frames without giving you so much as the chance to even take a shot – there's nothing you can really say is wrong with *WSC 2005*. But it's hard to care much.

World Snooker is a solid simulation, but it's impossible to get excited about it because, unless you've actually got a cue in your hand, snooker *simply isn't that exciting anyway*. It's the sort of thing you might watch on a lazy Sunday afternoon – and this is the sort of thing you might play on a lazy Sunday afternoon. There's no chance of it converting any new fans to the sport, but if you want a snooker game, this is as good as you'll get. Though it's not a patch on the real thing. Or on nudey lady mud-wrestling. **David Cook**

■ *Cock a* Snooker *at this now.*

PSM2 VERDICT

WSC 2005 plays a solid enough game of snooker but does nothing to transcend the limits of a sport that's already an acquired taste. For cue-nuts only, really.

68

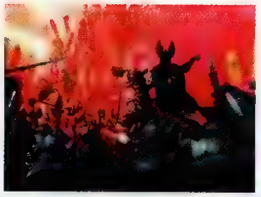
DETAILS
Developer: In-House
Publisher: Koei
Players: 1
Memory Save: 193kb
Widescreen: No
50-60Hz: No
Surround Sound: No

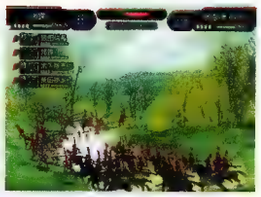
GAMEPIE
30% Fancy hats
20% Horses
20% Flashing lights
10% Epic music
10% Raging battles

GAMEFAX
Strategy
Sequel
Hard
Management

The MON£¥ $HOT
Holding down the special attack button lets you perform a range of power moves. This particular one sends troops flying into the air. Nice.

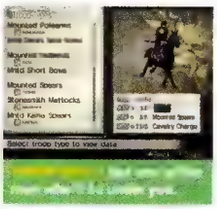
"I JUST WANT YOUR EXTRA TIME – AND YOUR KESS(EN)!"

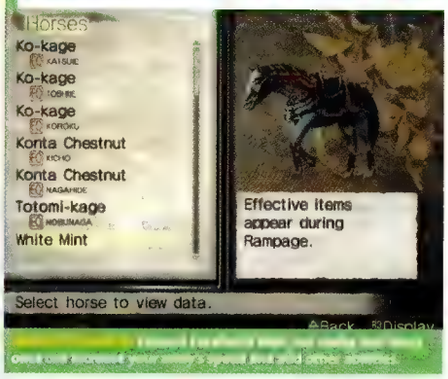




OH MY SQUAD

As you make your way through the game other generals will become available for command. This keeps things varied, not to mention the countless different units available. These range from archers, explosives experts, katana-wielding monks, mounted spearmen and hand-to-hand specialists. You'll need all of these if your men are to avoid being chopped into little pieces like so much liver. The variety and scale is immense.





KESSEN III

PSM2 SILVER AWARD

The Lord of The Rings strategy game EA should've made – but set in Japan with less orcs and more sexy ladies.

A game should make you *feel* something. From the closing moments of *Silent Hill 2* when James is forced to confront his past to Samanosuke and Jacques' final battle against Nobunaga in *Onimusha 3*, these are moments so perfectly designed, so memorable, so steeped in atmosphere, that they've become the benchmark towards which all games must endeavour.

Now, what *Kessen III* lacks in technical prowess it more than makes up for in content and execution. Watching swathes of troops pile into each other as the rousing orchestral score blares in the background... well, it's just brilliant. There's a real sense of scale and the battlefield feels alive with movement and conflict. It'll leave you mentally exhausted and we hold it with as much esteem as any of the aforementioned games.

Better yet, even if you don't give a fiddler's pluck about style or atmosphere, you'll still enjoy the game's hearty blend of thinking and fighting. Well, providing you can stomach cold, hard strategy – there's just as much pointing and clicking as there is hacking and slashing.

But it's all remarkably simple. It's like a halfway house between the bloated pomposity of *Romance of the Three Kingdoms* and *Dynasty Warriors*' relentless combat. You can plan, customize and fiddle with almost every aspect of your army and tactics, which should appeal to RPG fans (it's almost as detailed and flexible as something like *Final Fantasy X*), but if you can't be bothered, simply hit 'auto assign' and proceed to battle.

You move across each level in real-time, commanding your team via an intuitive top-down map of the area, and attack by issuing special attacks and hitting the ⓐ button. It's very easy-going and brilliantly simple. You can also go solo with one of your commanders, taking part in a *Samurai Warriors*-style minigame wherein your goal is to waste as many opponents as possible. You can even unleash *Dynasty Warriors*-style 'musou' magic attacks, which all look fantastic.

But even if we do appreciate the scale and overall 'feel' of the game, that doesn't stop it from being a little limited and largely impenetrable to anyone but Koei fans. That doesn't mean it isn't good. You just need to be a certain type of person to appreciate it – some would say a meticulous thinker, others an anal stat-obsessed nutjob – and the action has a habit of repeating itself.

But that's only after a very enjoyable six hours or so. The plot's enthralling and the customisation potential is huge. If you're an armchair general who likes thinking yourself mental and watching hundreds of tiny men batter each other to bits – or you always wanted to control the final battle from Lord of the Rings and felt swindled by *The Third Age* – *Kessen III* is the obvious choice. Just don't touch it if you can't abide strategy. **Andy Kelly**

Kessen III awaits your command now.

PSM2 VERDICT

GAMEPLAY
+ Deep, easily-customized and rife with detail.
– Difficult for newcomers and often repetitive.

GRAPHICS
+ Hundreds of units clog up the screen. Epic stuff.
– Some of the levels are uninspiring.

SOUND
+ The music is fantastic, as are the yells of battle.
– Some of the voice acting is risible.

LIFESPAN
Story mode will last you a solid 10-15 hours and there's a ranking system, so you can replay levels to achieve a better score.
MINUTES — YEARS

IT'S BETTER THAN...
ROMANCE OF 3 KINGDOMS 8

IT'S WORSE THAN...
SAMURAI WARRIORS

There's so much potential for strategy here that it's almost overwhelming. There are barely any strategy games on PS2, so get this in if you're a thinker.

82

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HOTTEST TONES

TITLE/ARTIST	MONO	POLY
LET ME LOVE YOU - mario	115335	125335
BOHEMIAN RHAPSODY - g4	115625	125625
LIKE TOY SOLDIERS - eminem	115265	125265
ON A GOOD THING - c-sixty four	115596	125596
CATER 2 YOU - destiny's child	115599	125599
SPITFIRE - prodigy	115629	125629
SWITCH - will smith	115616	125616
HUNGRY EYES - eyeopener	114945	124945
LOSE MY BREATH - destiny's child	114703	124703
MOCKINGBIRD - eminem	115264	125264
CAUGHT UP - usher	115418	125418
DO SOMETHING - britney spears	115229	125229
GET RIGHT - jennifer lopez	115424	125424
WAKE ME UP - girls aloud	115289	125289
CANDY SHOP - 50 cent	115499	125499
RICH GIRL - gwen stefani feat eve	115506	125506
DISCO INFERNO - 50 cent	115413	125413
GET DOWN ON IT - blue feat lil kim	115328	125328
WRAP MY WORDS - d bedingfield	115280	125280
HOLIDAY - green day	115494	125494
BEAUTIFUL PEOPLE - black eyed peas	115094	125094
SIGNS - snoop dogg ft. j timberlake	115520	125520
ALL ABOUT YOU - mcfly	115549	125549
NOT THAT KIND OF GIRL - jojo	115603	125603
NEGOTIATE WITH LOVE - r stevens	115611	125611
FALLING STARS - sunset strippers	115614	125614
IZZO(IN THE END - jay z & linkin park	115509	125509
GIVING YOU UP - kylie minogue	115245	125245
MUST GET OUT - maroon 5	115655	125655
I BRUISE EASILY - n bedingfield	115409	125409

CHART

	REAL	MONO	POLY
WAKE ME UP	175289	115289	125289
GET RIGHT	175424	115424	125424
FILTHY/GORGEOUS	175319	115319	125319
GIVING YOU UP	175245	115245	125245
YOU'VE GOT A FRIEND		115628	125628
ALMOST HERE	175235	115235	125235
RICH GIRL	175506	115506	125506
DEMONS		115277	125277
CRADLE	175327	115327	125327
THE WAY	175234	115234	125234
WHAT YOU WAITING	174861	114861	124861
IF YOU LEAVE ME NOW		115432	125432
HE WASN'T		115406	125406
IT'S LIKE THAT		115489	125489
I BELIEVE IN YOU	174900	114900	124900
CONFIDENCE FOR QUIET		115651	125651

HIP HOP

	REAL	MONO	POLY
YOU CAN DO IT	174816	114816	124816
HIGH ALL THE TIME		115484	125484
HEY NOW (M. MUGGING)		115463	125463
LET'S GET BLOWN		115444	125444
LIKE TOY SOLDIERS	175265	115265	125265
BRING EM OUT		115619	125619
DISCO INFERNO	175413	115413	125413
IN PUBLIC	175266	115266	125266
MOCKINGBIRD	175264	115264	125264
TURN DA LIGHTS OFF		115644	125644
IN PUBLIC	175266	115266	125266
CAUGHT UP		115648	125648

REGGAE

	REAL	MONO	POLY
ANGEL	171114	111114	121114
TURN ME ON	173100	113100	123100
I'M STILL IN LOVE	173410	113410	123410
GET BUSY	172634	112634	122634
TEMPTED TO TOUCH		114934	124934
DUDE		113702	123702

ROCK & ROLL

	REAL	MONO	POLY
IN THE GHETTO		115470	125470
MARIE'S THE NAME		115471	125471
CRYING IN THE CHAPEL		115659	125659
YOU'RE THE DEVIL IN DISGUISE		115570	125570
SHE'S NOT YOU		115553	125553

NIGHT FEVER

	REAL	MONO	POLY
PUSH IT	172551	112551	122551
YMCA	171435	111435	121435
YOU'RE THE FIRST		111437	121437
DISCO INFERNO		114589	124589

PARTY TIME

	REAL	MONO	POLY
THE BIRDIE SONG		115228	125228
BUILD ME UP B..	173009	113009	123009
CHA CHA SLIDE	173506	113506	123506
SUMMER OF 69	172531	112531	122531

ROCK

	REAL	MONO	POLY
ALL BECAUSE OF YOU		115645	125645
SWEET CHILD O MINE	171258	111258	121258
ELECTRON BLUE		115571	125571
DAKOTA		115572	125572

R'N'B

	REAL	MONO	POLY
USED TO LOVE U		115578	125578
SOLDIER	175236	115236	125236
WHY DO I DO		115615	125615
GOODIES	174599	114599	124599
MY BOO	174730	114730	124730
NEXT TO YOU		115658	125658
HOW COULD YOU		115662	125662
MY NECK MY BACK		112418	122418
BABY CAKES	174427	114427	124427
I DON'T WANT YOU	173519	113519	123519

DANCE

	REAL	MONO	POLY
STRINGS OF LIFE	175313	115313	125313
EVERYWHERE		115627	125627
TAKE ME AWAY	174940	114940	124940
WHEN THE DAWN BREAKS		115253	125253
ROBOT ROCK		115634	125634
DAFT PUNK IS PLAYING		115640	125640
HEARTBEATZ		115643	125643
GALVANISE		115343	125343
CALL ON ME	174436	114436	124436
BELIEVE		115569	125569

SOUND F/X

	REAL	MONO	POLY
MALE ORGASM	221603		
FEMALE ORGASM	221604		
THUNDER STORM	221533		
TRAIN HORN	221532		

WACKY FROG	175423	115423	125423

INDIE

	REAL	MONO	POLY
TIME IS MY EVERYTHING		115415	125415
LOOKING AS YOU ARE		115485	125485
BITTER SWEET SYM..	171292	111292	121292
HOUNDS OF LOVE		115554	125554
SOMEBODY TOLD ME		114459	124459

THEMES

	REAL	MONO	POLY
THE SIMPSONS		111132	121132
FOOLS & HORSES	171369	111369	121369
LITTLE BRITAIN		115607	125607
AVENGERS		115590	125590
DIRTY DANCING		111249	121249
CITROEN ROBOT AD		115641	125641
STARSKY & HUTCH	173736	113736	123736
MIAMI VICE	175630	115630	125630
DUKES OF HAZZARD	175631	115631	125631
PROFESSIONALS	175632	115632	125632
MISSION IMPOSSIBLE		111121	121121
ROCKY		112481	122481
AXEL F		111601	121601
KNIGHTS OF THE ROUND		115252	125252

25p POLYPHONICS

	KEYWORD
Powerless - Nelly Furtado	POLY POWER
Flip Reverse - Blazin Squad	POLY FLIP
Me Against The Music - Britney	POLY AGAINST
Are U Gonna Be My Girl - Jet	POLY GIRL
Guilty - Blue	POLY GUILTY
Silence Is Easy - Starsailor	POLY SILENCE

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INFOSTRIP

DETAILS
Developer: Rainbow Studios
Publisher: THQ
Players: 1-2
Memory Save: 293Mb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Did you know that there used to be a TV company called ATV? They did a Rupert Bear series for a while."

GAMEPIE
25% Charging your jump meter.
25% Skidding round corners.
25% Flying through air.
25% Crashing to the floor like a giant rock.

GAMEFAX
Extreme Sports
Hard
Realistic
Sequel

TRIVBURST
- Pull off backflips and 360 degree spins on bikes and quads.
- Race souped up golf karts and bi-planes.
- New hill-climb events add more variety.

The MON£Y $HOT
Last year it was all about the back flip; this year, you've got to be hitting the corkscrewing 360s to really prove your off-road skills.

ACT OF QUAD: The four wheeled dirt churners are good fun.

PANDORA'S DIRTBOX

As always with THQ's *MX* series, we're treated to a vast landscape to play in and escape from the boundaries of the usual track racing. There are more environments this time around, each stacked with challenges (checkpoint racing, trick attacks, etc). And with new vehicles to use, you'll be coming back for more dirt-based madness.

VALLEY GOOD: The canyon region is full of ghost towns complete with abandoned shacks. It's got massive ramps too.

JUST DESERT: The sand dunes are perfect for getting some serious air. Just be careful not to land on the unforgiving cacti. Ouch.

"OH MY QUAD I CAN'T BELIEVE IT"

MX VS. ATV UNLEASHED

Technically, it's MX Vs. ATV, golf kart, rally car, truck and bi-plane – but we see the problem.

From digging in the soil for worms to hauling massive great bikes around muddy ovals, the male of the species never quite grows out of playing in the dirt. Hence the appeal of quad bike and ATV racing – big machines plus lots of mud equals a good time. And so we come to *MX vs ATV Unleashed*, the game that lets overgrown schoolboys live out their mud and machine-fuelled fantasies.

MX vs ATV is a welcome slice of high-powered muck-speeding fury and remains as sleek as its predecessor, *MX Unleashed*, but – to be frank – playing in almost the same way. The cleverly devised jump pump, which allows you to prepare the height of your leap from the ramps and hills, makes a welcome return, and this time it feels even springier. Timing your jumps and landings is as taxing as ever, but you feel a real sense of achievement as you hit your landing point.

Something else that's returned, and continues the tradition of effortless style and grace, are the sky-soaring bi-planes, which you have to race through hoops. Pulling off barrel rolls and loops high above the vast bumpy landscapes feels smoother than in *MX Unleashed*, although the racing doesn't feel quite as satisfying as its ground-based equivalent. Speaking of the ground, there are a couple of new modes to test your off-road skills, like the hill-climb event. This is where you get to charge up an almost vertical dirt-hill. But don't think it's going to be a straightforward 'hold ⊗ and I'll make it' affair. You've got to find the racing lines so you don't end up slipping back down and tumbling off the hill.

As well as the new modes, *MX vs. ATV Unleashed* has also had it's career option finely-tuned. You now get to compete in an ATV or Motocross championship, which, as well as allowing you to race and perform tricks in a free-roaming area, now lets you take control of various other vehicles along the way. These vehicles come in the form of monster trucks, pseudo-rally cars and, er, modified golf buggies.

Anyway, *MX vs. ATV Unleashed* is great for fans of off-road racing, but it's a shame it's starting to feel all too familiar. Apart from the new vehicles and challenges, it's pretty much the same as *MX Unleashed*. That's not necessarily a bad thing, but we're beginning to wonder whether our mothers were right all those years ago – maybe it's about time we stopped playing in the dirt. **Nathan Irvine**

■ MX vs ATV *is* Unleashed *in stores now.*

PSM2 VERDICT

GAMEPLAY
+ Tight, extreme, playable off-road action.
– It quickly becomes a little samey.

GRAPHICS
+ Excellent bike physics and model details.
– Collision detection could be better.

SOUND
+ The gritty guitar soundtrack works well...
– ...but it does become monotonous.

LIFESPAN
You'll be entertained for weeks, thanks to the the wide variety of vehicles and game modes on offer.
MINUTES — YEARS

IT'S BETTER THAN...
MX UNLEASHED

IT'S WORSE THAN...
MX MOTOTRAX

Entertaining and challenging, but this is hardly any different to THQ's last dirtbike game. Worth a look if the series is new to you, otherwise, best give it a miss.

78

INFOSTRIP

DETAILS

Developer: Sonic Team
Publisher: Sega
Players: 1
Memory Save: 51KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX

Jap Curio | Manga | Original | PS2 Exclusive

MR BUMPY: Astro Boy flies around the building tops of Metro City.

AIR FORCE: A typical airborne boss battle Fly around, launch special moves. It's fun.

"LIKE PETER PAN, BUT GOOD"

ASTRO BOY

Perhaps he owns an Astro-Pub...

Charming. That's the word to describe *Astro Boy*. A Manga character dating back to 1952, Astro is a small robot boy who flies around Metro City with his jet-pack boots, clad in only his underpants, solving crimes for his sickeningly nice friends and defeating big cartoon baddies with his special powers. Dogs bark cutely, small children humbly learn that "stealing is wrong"... it's one for the sweet-toothed gamer, it really is.

But just because it doesn't involve hacking the heads off zombies with a big sword, that doesn't make it bad. It's actually quite good, if fundamentally a little basic. *Astro Boy* revolves around a never-varying cycle that goes like this – fly around the city, find the big boss you're sent to destroy, beat him up, do a little light adventuring (lure the detective away so you can investigate the jewellery shop burglary, for example), search the scenery for collectible cards for your annoying little sister, and repeat.

Which would get a bit dull (actually, it does eventually anyway) if the flying wasn't so well-handled. All the battles are airborne, using the left stick to change direction and the right to alter your height, and the buttons to launch Astro's special moves, such as the arm cannon and the spin attack. Zipping around the skies is quite exhilarating, and the bright, primary colours that explode onto your screen constantly lends the combat a decent level of impact.

Astro Boy's fun, but limited. If you're a Manga nut, get it, or if you just need a little sweetness to distract you from the constant flow of PS2 blood and gore, it's worth investigating. But you'd need to be exceptionally soft-hearted to get more than a couple of day's play out of it. **David Cook**

■ *Astro Boy is out now.*

PSM² VERDICT

Astro Boy is as sweet as sugar but too many sugary snacks make you ill. It's nice as a light treat, but you'll need something more substantial for tea.

69

INFOSTRIP

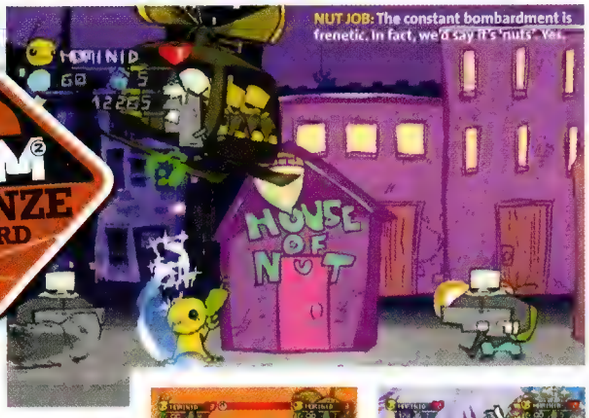
DETAILS

Developer: The Behemoth
Publisher: Zoo Digital
Players: 1
Memory Save: 55KB
Widescreen: No
50-60Hz: No
Surround Sound: No

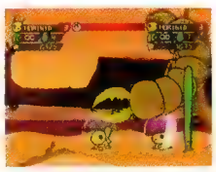
GAMEFAX

2D Shooter | Sci-Fi | Hard | Addictive

"WE WANT AN ALIEN NATION"



NUT JOB: The constant bombardment is frenetic. In fact, we'd say it's 'nuts'. Yes.



ALIEN HOMINID

If at first you don't succeed – swear loudly.

How good a gamer are you? That's the question that *Alien Hominid* asks, and the answer, even for people like us who literally sweat skill, is 'not good enough'. It's *hard*. As early as the second stage, it asks you to jump about on top of a procession of moving cars while FBI agents swarm in from both sides, firing at will. A helicopter buzzes around, trying to drop bombs on your head. Meanwhile, more agents drive past in a taxi, trying to take you out. And if you mistime a jump and splat on the tarmac, you're dead. Oh, and one hit kills you. Sweet Mary, mother of God. And that's with difficulty set to *medium*.

Alien Hominid is a platform-based shooter that originated as an internet game. Zoo Digital have bought the rights, put it in a shiny box and are charging £30 for the privilege. Some might call this a rip-off. We'd like to bring down our righteous ire upon their heads, but we can't. And we can't because *Alien Hominid* is rammed with fun.

It's a simple story – Hominid crashes onto Earth, kills all the pesky agents trying to do him in – and it's a simple enough game. Run, jump, dodge, shoot, repeat. That's about the size of it, but it's greater than the sum of it's parts because, unlike a lot of games, it makes you really work for your success. Every minute you stay alive is an achievement almost unparalleled.

Hominid works, partly because it's loaded with personality and humour, but mainly because it's outrageously hard, yet – crucially – never unfair. If you die, it's not because of dodgy collision detection, superhuman enemy accuracy or utterly ridiculous numbers against you – it's because *you're not good enough*. You'll die, you'll hurl the controller out of the window... and then you'll try again. You might not be good enough now, but you will be. You just will. If it's the last damn thing you do... **David Cook**

■ *Import Hominid now, or find it in UK shops from May 27th onwards.*

PSM² VERDICT

It's overpriced, so if you've a decent net connection, stick with *Hominid* on that. If not, though, and you want a proper challenge for a change, get this in.

74

INFOSTRIP

DETAILS

Developer: WOW Ent.
Publisher: Sega
Players: 1
Memory Save: 111kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK

The smart arse thing to say down the boozer.
"Did you know *Altered Beast* was a huge arcade machine in 1988 before being converted to the age-old low-powered Spectrum? Now you do."

GAMEPIE

40% Beating up hordes of monsters
40% Morphing into different creatures.
20% Cursing this trend of rehashing old, crap games.

GAMEFAX

TRIVBURST

- Transform into a werewolf, a dragon and more
- Unravel the truth behind your morphing powers
- Unlock combo moves
- Wonder why you're wasting your life on this.

DASH 'N' SMASH: Old wolfie unleashes his special attack.

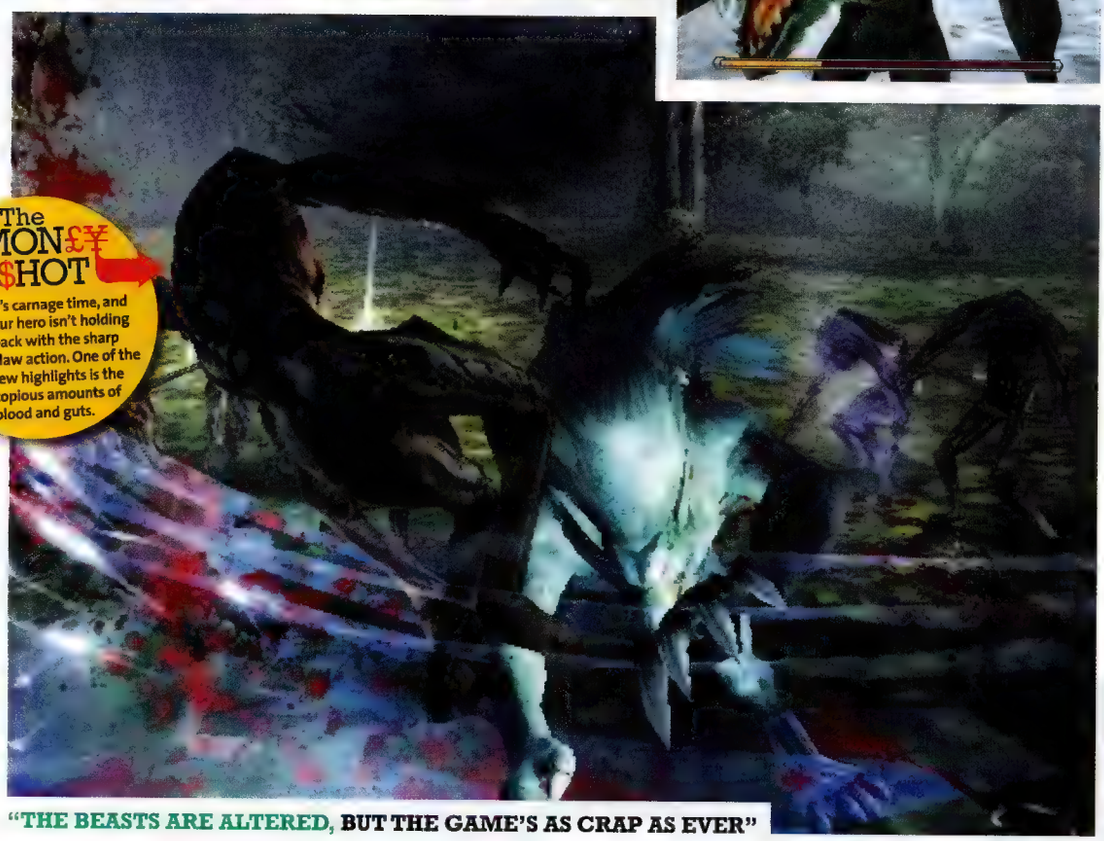
BLAND OR THE RED: ... another uninspiring area.

THE BEAST WITHIN

No transforming beast game would be complete without, well, the ability to transform into a beast. Each creature has a specific strength. For example, choose the yeti-like Wendigo and you can move large objects, or select the Mer-man to swim through lakes. The werewolf is capable of jumping high. Surely that should've been saved for a mutant kangaroo? We'd have liked it more if there'd been a mutant kangaroo.

WINDIGO: The ancient mythical creature is more commonly known as a Yeti. You can pick up boulders in this form. 'Great'.

MER-MAN: There's not much to him (see his crotch just out of shot) but this scaly git can sure swim quick. Like Flipper.



The MON£¥ $HOT
It's carnage time, and our hero isn't holding back with the sharp claw action. One of the few highlights is the copious amounts of blood and guts.

"THE BEASTS ARE ALTERED, BUT THE GAME'S AS CRAP AS EVER"

ALTERED BEAST

Well, this was crap in 1989. So what is it doing back again? And even worse than before?

Apart from the occasional mental arithmetic test and the odd hairy 'lady' down our local – a change of pub is probably in order – we're not easily confused. But one thing that's puzzling us is Sega's decision to resurrect a less favoured old-skool title. They've rehashed games before, mind (*Sega Superstars*, *Sonic Mega Collection*, etc), but they were playable because the characters in them were likeable. Trainer-wearing blue hedgehog – cool. Floaty jester from *Nights* – lovable. Sour-faced, werewolf-morphing shit-heel from a game nobody bought – erm...

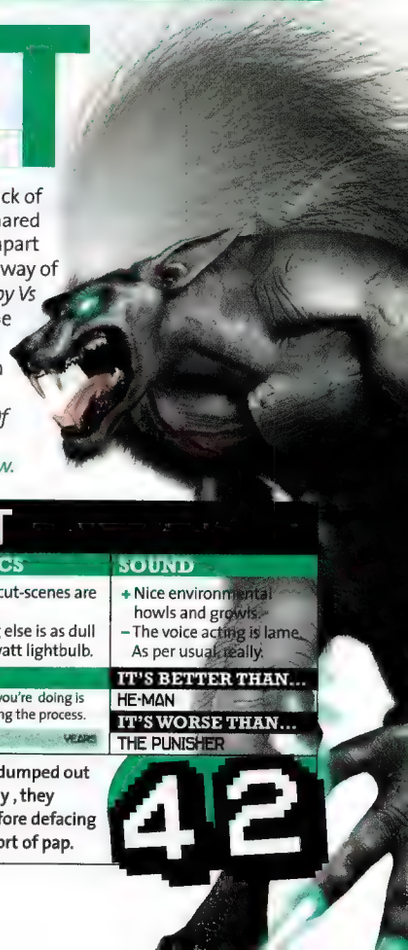
But, like it or not, *Altered Beast* is back. After hitting the arcades in the late 80s, the bloke who can transform into a variety of killing machines is back in the public eye – and with a story as bland as you like. You play as a genome soldier, sent into a US town shrouded in mysterious fog and infested with monsters. You have to find out <yawn> why you have these morphing abilities, while battling past various unscary creaturezzzzz...

Playing through possibly the greyest environment outside of a wet weekend in Stoke-on-Trent, you must defeat generic big bosses – like a giant sewer rat – and then rip their genome chip from their carcasses. The chips allow you to change into different mutants. Not the shape of the mutant you've just killed, mind you – but something completely different. The sewer rat's chip, for instance, turns you into a Mer-man, rather than, say, a sewer rat. Logic, eh? Who needs it?

The action is mind-numbingly simple. You hit □, ⊗ and △ to kill things, whether it's on land, sea or air – and that's pretty much it. You get to dish out grizzly death in a number of monster guises, but the story, environment and gameplay are so uninspiring, you just can't get excited about it. One slight saving grace is the ease in which you can just pick up the pad and dive right into the action. But given that most games these days could be played by snails, it's difficult to understand why you'd fork out £40 to play this.

The original incarnation was fundamentally crap, but at least it had a two-player mode to spice it up a little. But with the distinct lack of multiplayer madness (a problem shared and all that), or indeed anything – apart from some nice cut-scenes – in the way of entertainment, *Altered Beast*, like *Spy Vs Spy* elsewhere this month, is a prime example of needless rehashing. Someone needs to put a big lock on Sega's back catalogue box in case they decide to piss all over *Streets Of Rage* next time. **Nathan Irvine**

■ Altered Beast *is in stores right now.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Lots of blood-letting action... – ...but it's completely linear and repetitive.	+ Erm... the cut-scenes are quite nice. – Everything else is as dull as a two-watt lightbulb.	+ Nice environmental howls and growls. – The voice acting is lame. As per usual, really.

LIFESPAN
The tedium soon sets in when you realise that all you're doing is defeating minions, fighting a big boss and repeating the process.
MINUTES — YEARS

IT'S BETTER THAN...
HE-MAN

IT'S WORSE THAN...
THE PUNISHER

We can't believe Sega have dumped out such a soulless title. Seriously, they should think a bit harder before defacing their good name with this sort of pap.

42

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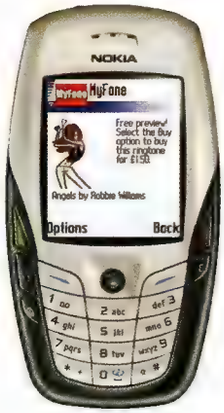

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INFOSTRIP

DETAILS
Developer: Tranji
Publisher: Vivendi-Universal
Players: 1
Memory Save: 126kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"I'd be pissed if I were left hanging from a tree for two days, especially since the average hanged man dies swiftly from a broken neck."

GAMEPIE
30% Expressing red-faced anger at the camera.
25% Pretty and haunted lady manipulation.
25% Hushed lurking.
20% Decapitation.

GAMEFAX
Original
Action
Saucy
Violent

TRIVBURST
- Main weapon is customisable with blades and weights.
- Take on up to a dozen guards at a time.
- Use magic to speed up your reactions.

The MON£¥ $HOT
Clinging to the ceiling like a ninja barnacle, before leisurely choosing your moment to drop down and claim the kill. Incey wincey spider...

"SLAY BELLES RING, ARE YOU LISTENING?"

BLACKEST WIDOW

Damaged damsel Kurenai uses her cleavage for more than just making the box art look foxy. One of her many stealth talents, outside dangling from a wire or skulking about underwater, is her seduction technique. Pop out from behind a corner, and you can flash a promising amount of thigh at a nearby guard, before blowing him a saucy kiss and wiggling your hips. As he approaches, he'll be thinking he's right in there, when the only flesh he's going to be feeling is his own as it falls off his bones.

PSM2 BRONZE AWARD

RED NINJA: END OF HONOUR

Float like a butterfly, sting like a guillotine...

Leading lady Kurenai has a chilling excuse for dressing like some run-of-the-mill video game tart. She's damaged goods, all ripped and torn and singed, and as unlucky to be alive as lucky. Unlucky, because she survived her harrowing ordeal, and – with her family dead and ruined – somehow managed to cling to life as she was left for dead, hanging from a branch with a length of razor wire around her neck until help arrived. While her flesh wounds may have healed, her scars run deep, meaning that it's now revenge agenda time, but with a sinister and poignant twist: Kurenai's weapon is the very wire used as a would-be noose, the one that left leave her strangled and dangling. Forget the cheesy goth décor of *Mortal Kombat* or the nu-metal bleating of *POP: The Warrior Within* – *Red Ninja* is a game that shows you how to do dark.

But all this means that, regardless of how beautifully rendered Kurenai is, she's not really the star. That title belongs to her wire – the Testugen – an elaborate and terrifying assassination tool that's one of the most versatile and interesting weapons to make it into a video game for some time. Vicious enough to give cheese nightmares, the standard Tetsugen set-up features a blade on the end, allowing Kurenai to lash out at her enemies, or just skewer them from a distance. And once you've hooked someone, you could just loop your wire around a tree or obstacle and give it a sharp tug, slicing it through your victim like a high-velocity bonesaw. Take the blade off the end and swap it for a weight, and the Tetsugen transforms into a mobile gallows, allowing you to string multiple guards up by their feet or necks.

Despite all this imagination, however, the game doesn't quite manage to do justice to the graceful capabilities of both Kurenai and her deadly wire. At its heart, it's a brutally violent stealth game, with some vivid and stylish looks, but doesn't quite manage to do away with the clunkiness that this genre often gets bogged down with. It's mostly thanks to the awful, awful camera, whose inability to keep up with and facilitate the action makes indoor sections nigh-on unbearable to play. And solely because of that, what you're left with is a game that's far more interesting than the *Tenchu* series, but much harder to enjoy. Will this be rectified in a sequel? Like Kurenai, we're left hanging. **Steve Bailey**

■ *Red Ninja is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Awesomely gruesome wire weapon. – The camera needs a hard punch in balls.	+ Beautifully bloomed environments. – Suffers from so little variety in its enemies.	+ Some likeably moody oriental music. – The sound design doesn't really shine.

LIFESPAN
Few levels, but each is certainly of an impressive size. A thorough grading system encourages replay.
MINUTES

IT'S BETTER THAN...
TENCHU: WRATH OF HEAVEN

IT'S WORSE THAN...
MANHUNT

Brilliantly grim and imaginative stealth game that ends up playing like a messy kung-fu movie – excellent wirework, but really poor camerawork.

73

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"TOMORROW NEVER DIES, THOUGH IT CAN GET A BIT DULL"

SKY CAPTAIN AND THE WORLD OF TOMORROW

Retro sci-fi adventure as Jude Law battles giant robots...

1930's New York. Sirens howl and terrified civilians scream as gigantic metal men stride down the centre of Manhattan Island, crushing all resistance before them. Welcome to the World Of Tomorrow... Shot entirely against blue-screen (only the actors and the few props they actually touch are real), Kerry Conran's sci-fi adventure launches us into a whirlwind of diabolical madmen, retro technology and, least convincing of all, Jude Law as a square-jawed American hero. He's the titular Sky Captain, the determined leader of a cadre of flying aces who launch from a secret base to fight evil. From the first shot of a massive airship docking at the Empire State Building, you know exactly the sort of territory you're in. Sky Captain certainly looks stylish, with sleek yet clunky machines and film noir characters. And that opening sequence sets the scene perfectly, whetting your appetite for a film where almost anything can happen. It's just a shame that, once the plot actually cranks into gear, nothing that follows ever quite matches up to that impressive batch of scenes.

"THE CHARACTERS AREN'T EVEN AS INTERESTING AS THE BLOODY CARDBOARD CUT-OUTS"

PULP FRICTION

The problem lies in the characters: they're not even as interesting as the cardboard cut-outs that are used to populate the actual sci-fi serials of the thirties and forties. Law and Paltrow look uncomfortable acting against nothing, and you get the sense that while Conran had every element of his vision stored up in his noggin, he couldn't quite translate that to his actors. Which means we're left without much of a human element in this shiny display. Similarly, the likes of Angelina Jolie (who can deliver a convincing British accent with the best of 'em) are sidelined, with Jolie given only a couple of scenes to shine. And while the new technology does let Conran deliver a couple of cracking set-pieces, he tries to throw too much into this first story (dinosaurs? An underwater hideout?) and it all ends up looking like he just ticked boxes of cool stuff he thought we'd want to see. This should have been so much better than it turned out to be.

STARRING
- Jude Law
- Gwyneth Paltrow
- Angelina Jolie
- Giovanni Ribisi
- Michael Gambon
- Bai Ling
- Omid Djalili

DIRECTOR
- Kerry Conran

CERTIFICATE
- PG

PRICE
- £22.99

RELEASE
- Out Now

PSM² VERDICT

MOVIE	GOOD+BAD	DVD
+ Superb visuals. We hope for more in the future. – Actors look uncomfy and a bit wooden.	– There are some quite funny parts. – The story lacks bite and fails to thrill.	+ Intriguing Making Of documentary. – Back-slappy commentary

EXTRAS

Producer Jon Avnet tries to take altogether too much credit on his chat-track – avoid! Much more interesting is Conran's tech-heavy commentary and the six Making Of mini-docs.

IT'S BETTER THAN...
THE ROCKETEER

IT'S WORSE THAN...
FLASH GORDON

Another case of impressive SFX, dodgy story. Sky Captain is an even greater shame when you see its director's enthusiastic ambition.

75

"INCREDIBLY GOOD"

THE INCREDIBLES

Toy story geniuses Pixar return with super-charged superheroes. Simply quite super.

STARRING
- Craig T Nelson
- Holly Hunter
- Samuel L Jackson
- Jason Lee
- Brad Bird
- Spencer Fox
- Sarah Vowell

DIRECTOR
- Brad Bird

CERTIFICATE
- U

PRICE
- £22.99

RELEASE
- Out Now

Yes, it's Pixar Animation In Makes Another Great Film Non-Shocker... As reliable as the seasons and political scandals, the San Francisco-based company have come up with yet another little gem of genius. In a first for the company, they allowed an outsider to write and direct one of their films. But when that stranger from the outside is Brad Bird, a veteran of The Simpsons and director of The Iron Giant, you knew they'd be in safe hands. And so it proves with The Incredibles, the story of a family of comic book-style heroes trying to make their way in a world that no longer wants them.

HERO NO-NO

Juggling issues that you don't generally see tackled by kids' animation (superiority, privilege and mid-life crisis), The Incredibles follows Bob Parr (AKA Mr Incredible), who's sick of living a regular life and longs to return to saving the world. When he's offered the chance to get back to his old ways, he grabs it. Problem is, it's a cunning trap and his superhero family will have to put aside their squabbling to save him. By turns, funny, charming, dramatic and loaded with action, this is one of the best films of 2004 – cartoon or not. Leaving most comic-book movies in the dust with a twitch of its cape, The Incredibles is one of the first must-buy DVDs this year. Storming.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Looks great, smart humour, top action... – Nothing. Nada. Zero.	+ Amazing set-pieces – Might be too grown-up for tiny kids	+ Loaded with choice extras. – But you still want more.

EXTRAS

Brad Bird guides us through the making of the movie with a fascinating look at how Pixar works. Also included is the short film, Boundin', that played before the movie.

IT'S BETTER THAN...
SPIDER-MAN

IT'S WORSE THAN...
TOY STORY

Pixar delivers yet another film that can appeal to the kids and everyone else. That deal with the devil still works, then. Does exactly what it says on the box.

95

ALIEN VS PREDATOR

STARRING
- Sanaa Lathan
- Lance Henriksen

DIRECTOR
- Paul WS Anderson

CERTIFICATE
- 15

PRICE
- £22.99 (two-disc edition)

RELEASE
- Out Now

Admit it: we've been waiting for a cinematic mash-up between the Alien xenomorphs and the Predators for a long time. Ever since the Dark Horse comic and the games based on that graphic novel, we've been primed for this movie. Shame, then, that the actual film is such a wasted opportunity. Paul "Resident Evil" Anderson delivers one or two effective smackdowns but mostly this is a confused mess. A pyramid buried beneath the arctic that turns out to be a Predator training ground swarming with face huggers and Aliens? It's a firecracker (if unlikely) set-up, but this fizzles out long before Sanaa Lathan is playing at Ripley and befriending a young Predator. The last scene sets up a sequel, but you'll be begging for the pain to end long before that happens.

30

THE FORGOTTEN

STARRING
- Julianne Moore
- Dominic West

DIRECTOR
- Joseph Ruben

CERTIFICATE
- 12

PRICE
- £19.99

RELEASE
- Out Now

Telly Parada (Julianne Moore) has more than a weird name to worry her. After the death of her nine-year-old son, everyone around her, including her husband, starts to forget that she ever had a child. She starts to think she's going mad. Did he even exist? Does she? You'll try to care (and Moore makes for an emotive heroine), but soon the script careers off into sub-X-Files territory and everything becomes just a little bit too silly. Which is a real shame, as the slow-burn build-up to the sci-fi pay-off is an effective lesson in how to grow tension. If ever there was a candidate for early use of the "stop" button, then this is it. The DVD includes an alternate ending which is, weirdly, far more satisfying a conclusion than that they used in the cinema. Hollywood, eh?

49

Films from another space and time

ANIMANIA

NGE: DEATH AND REBIRTH

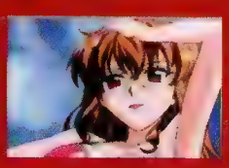
This bizarre collection of four DVDs compiles various scenes from the Neon Genesis Evangelion TV series and the various spin-off movies to present... well, a basically very confusing round-up of the series' defining moments. We watched this as non-fans and could barely comprehend anything. Still, it looks lovely, the soundtrack is brilliant and the DVD transfer quality is second-to-none.

62

MAHOROMATIC: VOLUME 3

Another volume of the mad-as-a-brush TV series about a former combat robot who escapes her life of military service to become... wait for it... a housemaid! It makes little to no sense and the series plays out like some kind of insane romantic comedy. As women fight for the geeky Saguru, including Mahoro, he gets very befuddled by it all.

83



RAHXEPHON: THE MOTION PICTURE

Return to the world of RahXephon, where humans and Mu fight for dominance over the Earth, and giant statues are the ultimate weapons. Where music forms the fabric of the universe and the link between two hearts is the thread upon which the fate of humanity hangs. This is epic stuff, and if you thought the TV series was impressive, you ain't seen nothing yet. Well worth a watch.

84

ALSO RELEASED

LAYER CAKE

■ Out Now ■ Cert P15 ■ Price £22.99

Matthew Vaughn, producer of Snatch, tries his hand at the directing lark. And he's successful, crafting a solid thriller about double-crossing and drug-dealing.

71

THE SIMPSONS SEASON 5

■ Out Now ■ Cert 12 ■ Price £39.99

This season, Homer goes to college and is shot into space, Marge starts gambling and Bart gets his school headmaster fired. 22 shows of pure genius.

92

BUBBA HO-TEP

■ Out Now ■ Cert 15 ■ Price £16.99

Bruce "Evil Dead" Campbell returns for this over-the-top comedy that sees an elderly Elvis (don't ask) battling a mummy intent on killing pensioners. Hmm.

67

DEAD MAN'S SHOES

■ March 28th ■ Cert 18 ■ Price £19.99

Shane Meadows, who brought us 24/7, lets his obsession with horror run wild in this effective story of bloody revenge. Brutal and very nearly brilliant.

88

©UIP, Tartan Films, Universal Television Networks, Touchstone Pictures & Jerry Bruckheimer Film, New Line Productions, 20th Century Fox

18

Actual in game interrogation

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WHAT DOES IT FEEL LIKE TO DRILL THE HEAD OF THE PUNK WHO STOLE YOUR FAMILY FROM YOU?

BECOME THE PUNISHER

MARCH 24TH

PlayStation.2 XBOX PC CD ROM MARVEL THQ

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Accelerator

87 TIGER WOODS 2005
The tiniest courses in the world are coming to the PSP. Find out how Tiger and his golfing gang are shaping up...

88 NFSU: RIVALS
EA's number one best-seller makes its speedy debut onto the small screen streets. Head-to-head racing, here we come...

90 WORLD TOUR SOCCER
Sony make the third best footie games on PS2, but can they deliver the best soccer game on their own handheld?

MOVIES ON THE MOVE

What the hell does the PSX have to do with a PSP? Well according to Sony, it's going to enable us to watch films on the go. Suddenly it all becomes clear.

After announcing that they were halting production of their ill-fated PSX last month, Sony have changed their minds. The PSX is being immediately resurrected to offer PSP users the chance to watch digitally recorded films, TV programmes and cartoons on their palm-held buddy.

Just imagine the possibilities. Watching your favourite episodes of The Simpsons on a long train journey. Great. Never having to pause Lord of the Rings for toilet break – well, why would you, when you can take your 'mobile cinema' to the porcelain throne? And all this technology comes from a product that was thought to be dead.

So how does it work? Well <pushes spectacles up nose> let us explain. The two (yes, TWO) new models of the PSX will come with a 160GB and 250GB hard-drive. So there'll be plenty of room to store, say, an entire series of Friends and a bit more besides. Now, thanks to the new technology in this new edition PSX you'll be able to turn the video footage into MPEG4's and transfer them onto a Memory Stick Duo Pro. Although the technology seems impressive, the transfer rate is only 768kbs. This is a little slow, mind, and means that one transfer can take up to twelve minutes. Damn.

Although it's very unlikely that the new PSX's will be released on these shores, it hints at PS3 coming loaded with these features as standard. A full-size recordable UMD drive on PS3 is unlikely (see page 26 for more) so the ability to encode to MP4 within PS3 goes some way to making up for the Stick-based hassle.

PSM RECKONS *It looks as though Sony are gearing up for the long-haul commitment with PSP. Now that the PSX is being resurrected to enable more media functions for the hand-held machine, and with the PS3 almost guaranteed to be using these features too, the PSP is looking more and more like the complete entertainment package.*

//THERE'S ROOM TO STORE AN ENTIRE SERIES OF FRIENDS AND A BIT MORE BESIDES//

TEAM FUSION

Jeez, EA are really taking this PSP lark seriously. They've even got a new, dedicated PSP team called 'Team Fusion' whose sole purpose is to deliver quality hand-held titles. The Canada-based group are in charge of putting together *all of* EA's PSP output. Why should we care? Because the shared technology means that all their games will be equally great. Nice one EA.

EXCLUSIVE: UBISOFT LET GAMERS KILL PEOPLE ON THE BUS

Only in *Splinter Cell*, of course. And what with that and their other games, they've some gems on the way.

While other publishers are clasp their release schedules close to their chests, Ubisoft have announced a full PSP line-up for 2005, and it looks as if there'll be a few jewels among the bunch.

As well as serving up portable versions of *Prince of Persia: Warrior Within* and *Splinter Cell*, we're also going to be treated to the game adaptation of Peter Jackson's *King Kong*, a movie to be released later this year. Details have been kept hush-hush, but we're expecting to control the giant ape through the jungle and New York, while eating bananas and using cars like roller-skates. Or something like that.

One thing we will take a guess at is that *Warrior Within* will come with extra levels and all the usual top-class slashing action that we've come to expect from the Prince. And with Wi-Fi playing such a big part in most games on PSP, we're anticipating a two-player co-op or four-player deathmatch mode with the PSP version of *Splinter Cell*. More stealth murdering, but this time in the palm of your hand. Brilliant

PSM RECKONS *It's always good to hear that new games are being made for the PSP, but with titles such as* Prince of Persia *and* Splinter Cell *hitting the portable market we're hot with anticipation. And a bit moist.*

MOVIE LIST SO FAR...

As well as being able to use a new PSX to transfer films to your PSP, here are the lates confirmed UMD movie releases:

- Spider-Man 2
- Open Water
- The Punisher
- House of the Dead
- Total Recall
- Rambo: First Blood
- XXX
- Resident Evil: Apocalypse
- Hellboy
- Once Upon A Time in Mexico
- Hero
- Kill Bill Vol. 1
- National Treasure
- Reign of Fire
- Pirates of the Caribbean

POSING POUCHES

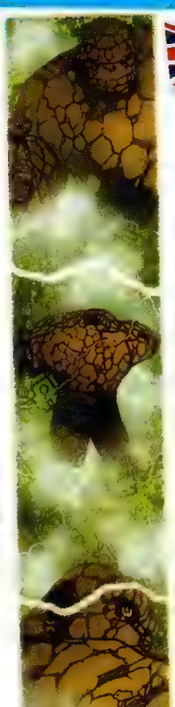
High-profile fashion designers like Marc Jacobs, Charlotte Ronson and, er, Jennifer Lopez have been putting their creative touches to a range of PSP pouches. This pretentious accessory is specifically designed to house your little hand-held machine. There was even a catwalk event called Pret-a-PSP recently, held in LA. The chav-friendly PSP 'jacket' will come in varying styles, from a faux-fur which looks like it's been skinned from a wolf's corpse, to a little gold number that wouldn't look out of place in Argos's 'classiest' jewellery pages. We can't wait to get hold of one. No, *seriously*.

IMPERFECT GAME PERFECT FOR PSP

Electronic Arts scrap with Marvel...

Not content with beating the competition in the publishing world, EA have found a new target to batter – Marvel's superheroes. Yep, your tiny PSP will host *Marvel Nemesis: Rise of the Imperfects*, where you'll fight comic book characters like The Thing, Wolverine or Spider-Man. EA have also roped Marvel into designing some original creations, like Niles Van Roekel, the electric-firing slaphead in the shots below.

We're expecting it to play out a bit like *Def Jam: FFNY* on PS2, but with super-powers (like web-slinging, claw slashing, etc) and fully destructible environments. Check back next month for more Marvel-mashing updates.



"TELL US, DAMMIT"

UK RELEASE: UPDATE

OK, so what do we know this month then? Erm... pretty much the same as the last – not a lot. Well, apart from this piece of Top Secret information. According to our source – who wishes to remain nameless and blameless – one of Sony's moneymen spilled his verbal guts on PSP's release date. "We're not going to make the Q1 release, due to the overwhelming demand Japan and the US," he said while shifting uncomfortably in his seat. "However," he continued, confidently, "We are *definitely* looking at a summer 2005 release." This information is neither here nor there. 'Summer' could mean August and even September, but at least we know what's causing the delay. But based on this tid-bit of intel, we're going to stick with our initial inklings, and say that the PSP will be here by June 2005. Keep those fingers crossed people. It shouldn't be too much longer...

Publisher: EA Developer: EA ETA: Spring

Fifa Football 2005

ANTICIPATED FEATURES
- Listen to the soundtracks and watch the music videos with EA Pocket Trax™
- Wireless head-to-head multiplayer games.
- Mid-season scenario allows you to change the course of this season's Premiership standings.

Dying for the lav? EA's footy marvel lets you turn off the PSP mid-game and pick up where you left off later on. The rest is slightly more predictable, mind.

FEELING TOUCHED: The first touch control has made the journey over to PSP.

After the fairly cynical *Champions League* spin-off, and frankly pleb-denigrating *FIFA Street*, it's harder to take EA's lucrative footy franchise seriously. Let's face it, they'd probably knock out a version of *FIFA* for the launch of a tin opener if there was money to be made (Well, the Nintendo DS is still waiting for a version, but, well...). Thing is, this is actually quite good.

The visuals are the only aspect of *FIFA* that have been condensed. Every other PS2 aspect of the game is here and EA have utilised the hibernation facility of PSP and come up with EA Flashback™. This function allows you to switch off a match and restart the game from the exact same point whenever you want. Nice. But we're bothered about the control system. *FIFA 2005* doesn't allow players to change their control between D-pad and analogue. Instead, you have to get used to controlling players with the stick and clumsily performing tricks with the directional buttons. We're hopeful they'll change it though. They need to, really.

For now, we're looking forward to blasting through a couple of seasons worth of action while travelling on public transport or, better still, during Peter Schmeichel's incomprehensible ramblings on Match Of The Day.

PSM RECKONS *There's still time to fix the control layout, so keep those fingers crossed. The visuals (wonky faces aside) are a real triumph, with fluid animation and great stadia.*

Publisher: EA Developer: EA ETA: Spring

NBA Street Showdown

ANTICIPATED FEATURES
- Take on a friend via the Wi-Fi connection
- Rule the streets in the King of the Court career mode
- Create your own baller then take to the action.

Ah, pivot, shoot, pass and block. Yep, we love netball. But until EA wise up and give us what we really want, we'll make do with some street b-ball.

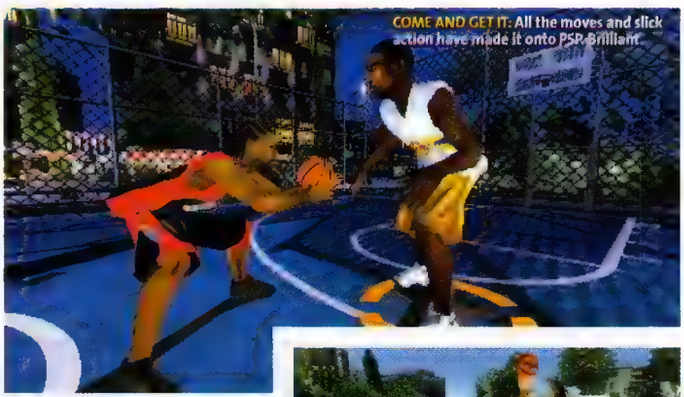
Basketball is a fast-paced sport that gets about as much attention on these shores as professional cheese rolling. So how come b-ball titles sell reasonably well in the UK? In the absence of a decent wensleydale rolling game, it must be because of one simple thing – entertainment. And *NBA Street Showdown* is packed full of it.

The *NBA Street* series has gone from strength to strength on PS2, and now we're about to indulge in a spot of three-on-three action on PSP. Featuring a variety of mini-games as well as a comprehensive career mode, *Showdown* could be special.

It all looks polished, though the player models aren't as sharp as we would've liked. There are two new game modes: Shot Blocker, where you, er, block a series of shots, and Arcade Shootout, a race to see who can score the most points in a set time. Ideal mobile fodder.

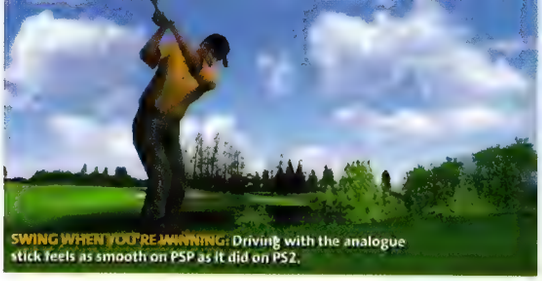
And with the pick-up-and-play Wi-Fi games offering another dimension to the street ball action, we're looking forward to dunking the 'rock' in a PSP stylee, y'all.

PSM RECKONS *Not as crisp as PS2, but plays well and a potential hit.*



COME AND GET IT: All the moves and slick action have made it onto PSP. Brilliant.

//NBA STREET SHOWDOWN COULD BE A SURPRISE 'MUST-HAVE' HIT ON PSP//



SWING WHEN YOU'RE WINNING: Driving with the analogue stick feels as smooth on PSP as it did on PS2.

TIGER FEAT: The visuals look a lot better than this screenshot suggests. They're about twice as sharp.

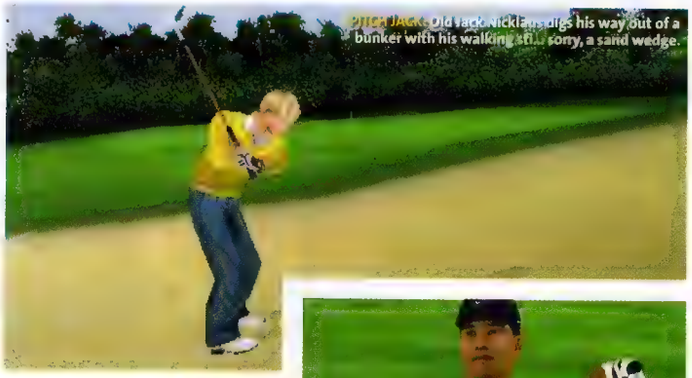
■ Publisher: EA ■ Developer: EA ■ ETA: Spring

Tiger Woods PGA Tour 2005

ANTICIPATED FEATURES

- Party play allows you and four mates to play a round using one PSP
- Twelve courses to tee off on.
- Wireless head-to-head action.

Don't worry – the analogue stick swing works just as brilliantly on PSP. But is Tiger chipping for the championship or driving in the wrong direction?



TIGER JACKS: Old Jack nicklands digs his way out of a bunker with his walking stick... sorry, a sand wedge.

Shrunken to the size of a golf-tee, Mr Woods and his band of golfing chums are putting (no pun intended) their skills on display in *Tiger Woods 2005*. As with the rest of EA's PSP line-up, *Tiger Woods* isn't just a direct port from PS2. It looks the same, but minor changes have been added to enable a cohesive golfing experience on a hand-held. Take, for example, the ball trail, following your tiny projectile so you don't lose sight of it.

Then there are the compulsory new PSP-exclusive game modes. Among the thirty challenges on offer, the stand-out match has to be Bingo, Bongo, Bango. It sounds like some sort of OAP skin flick, but this three-part challenge is highly addictive. You compete against other players to see who can tee off the furthest (Bingo), approach the green closest (Bongo) and putt the ball quickest (Bango). It's a fun alternative to the serious side of golf, but it also tests your skills.

Most things have made it over to the PS2/PSP conversion, including the Game Face™, the licensed players and, of course, the slick use of the analogue to control your swing.

We're excited about *Tiger* on PSP and we can't wait to drive, pitch and putt our way through what could be one of the most complete sports titles to hit the hand-held market.

PSM RECKONS *Tiger looks and plays as nicely as ever and it's nice to see that EA are throwing in a few extra modes. It's going to be good. Fact.*

■ Publisher: Koei ■ Developer: Koei ■ ETA: Spring

Dynasty Warriors

ANTICIPATED FEATURES

- Exchange second-in-command officers with other *Warriors* players using your memory stick.
- Mount elephants and horses and take them into battle. Other animals also feature in the game.
- Take bodyguards with you, choosing from a list of over one hundred historical figures.
- Several game modes including 'free', should you ever want to battle without objectives.

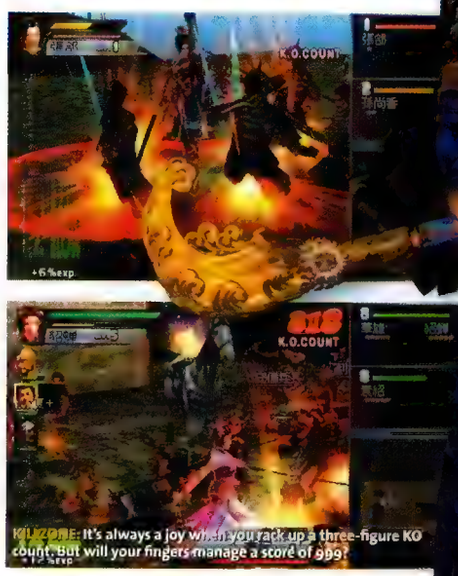
Koei squeeze the whole of ancient China into PSP and it comes out, surprisingly, unchanged.

Porting the PS2 version of *Dynasty Warriors* to PSP simply wouldn't work. In single player, some battles can last upwards of an hour and when you consider that handheld games are supposed to be immediate, you can see how this could be a problem. But in their wisdom, Koei have realized this and changed the structure, making it easier to play on the move and a lot less intensive on the old fingers.

Each battle is now broken into segments, meaning that after an area has been taken, you can spend some time fiddling with stats and formations before attempting the next one. It makes perfect sense and works well, even if it did feel a little intrusive at times. Visually, the game looks just as good as it does on console, only with marginally more fogging and less character detail. It's smooth, the controls are responsive and it feels remarkably well-rounded for such an early PSP title.

//SMOOTH, RESPONSIVE AND VERY WELL-ROUNDED FOR SUCH AN EARLY PSP TITLE//

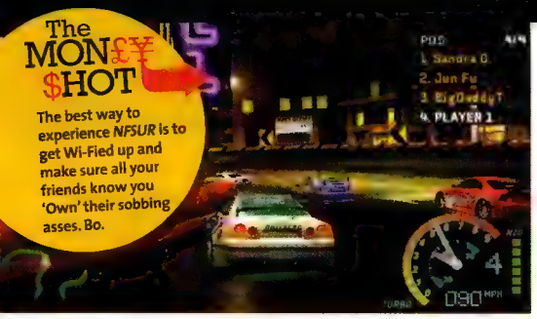
PSM RECKONS *This is classic* Dynasty Warriors *in the palm of your hands, but it's more of the same – so don't expect any great innovations.*



KILLZONE: It's always a joy when you rack up a three-figure KO count. But will your fingers manage a score of 999?

The MONEY SHOT

The best way to experience *NFSUR* is to get Wi-Fied up and make sure all your friends know you 'Own' their sobbing asses. Bo.



SWEET DRIVE OR DRIVEL?

A ton of content is no use if the handling's rubbish, but relax – it's sweet. There are even noticeable differences once you get your suspension tweaked up, mainly in stability, happily. Standard cars can be oversensitive, but a little practice with the analogue stick helps as much as anything. Drifts are easy, jumps look good and all 20 cars and the four boss vehicles feel very familiarly *NFS*. It's very good, but there's clearly more to come from PSP – and that makes us happy.

EASY RIDER: Performance is simply displayed, but there's still lots of good stuff to adjust.

PARTY MIX: Tuning is important as ever, but it's not everything. Aceing the shortcuts counts too.

NEED FOR SPEED UNDERGROUND RIVALS

Like Popstars: The Rivals, but a whole lot better. And totally different.

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 128kb

GAMEFAX

Racing
Addictive
Sequel
Network Play

TRIVBURST

- The now-familiar TRAX manager features much the same music – hip hop, mainstream nu metal and whiny US pop punk – as the PS2 version did. Sigh.

PUBTALK

The smart arse thing to say down the boozer.
"I own you. It says so on your screen. Owned. It says Champ on mine... and you can only get rid of that by beating me."

The *Rivals* subtitle may be meaningless – as is the *Underground* one, come to that – otherwise, this is a pretty significant game. Rather than taking the cut-down, stripped-out approach you might be used to with previous handhelds, *NFSUR* floods its players with everything you'd expect of a full-on PS2 title. Career mode, multiplayer, performance tuning, visual customisation... the possibilities roll in like waves across a bay, seemingly without end. And life's, literally, a beach. Lovely.

It's not a port of *NFSU2*, and the nature of the new platform has clearly been noted. Even career mode can be played in one or two-minute chunks, and it's all about immediate action – there's no wandering around empty streets looking for a race. They're impressively good-looking streets, mostly, swooping and swirling to almost rollercoaster-like extremes and providing frequent lunatic jumps. It's much wilder than the PS2 versions.

Occasional chunks can look a bit low-res (with the broad flat wastes of the starting grids making the pre-race flybys slightly offensive), but the jumbled industrial landscape, shot through with neon, is pretty sexy. And it all moves with great smoothness and surprising speed – particularly when you hit the nitrous and feel the familiar yank into blurry hyperspace. Impressive, and we like it more than the normal speed-induced buffeting which, perhaps because the screen is so close, eventually gave us motion sickness. That might just be us, of course. It probably is.

Alongside the central street racing (which even includes the odd traffic car for damageless slo-mo collisions) are the familiar Street X events, Drag and two new modes. Street X races are the ones on short, right-angled tracks... and here they just look and feel strangely old-fashioned. The addition of corner numbers on signs was wise, as there's little else to distinguish where you are. The stupidly trendy crowds ostentatiously starting the race have gone, and the desired atmosphere of intimate, underground clubbiness is missing. But then, *NFS* never was any good at creating that anyway.

More colourful (and fun) is Drift Attack, where you slide through designated areas as quickly as possible, and the party play option where you play up to four others at all event types on one unit, hotseat fashion. And there's Rally Relay, where you pit for a new car after a lap, and Wi-Fi battles, and car-modding in garage mode, and... waves of the stuff. Portable, then, and immediate. But not throwaway, by any means.

Steve Williams

■ *Import Underground now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Big variety of race types, fast and dramatic. – You can spend a lot of time driving alone.	+ Smooth, speedy and often colourful. – Occasional ugly spots. And it's always dark...	+ Cut down version of familiar TRAX offerings – They're not cut down far enough for us...

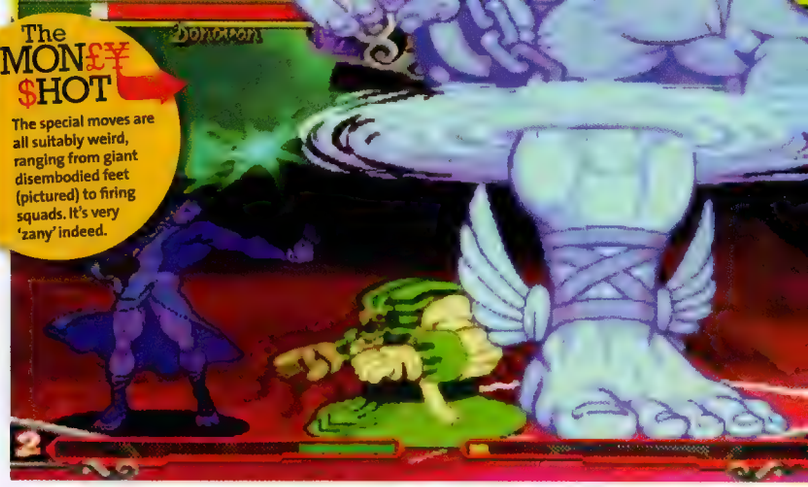
LIFESPAN
Very impressive both in single and multiplayer. Pretty similar to playing the two PS2 versions.
MINUTES — YEARS

IT'S BETTER THAN...
WIPEOUT PURE?

IT'S WORSE THAN...
RIDGE RACER

The driving is fun; the variety of tuning, customisation and race options is impressive; the Wi-Fi battles are great. It's *NFSU*, but that's a limitation as well as a success.

84


The MONEY SHOT
The special moves are all suitably weird, ranging from giant disembodied feet (pictured) to firing squads. It's very 'zany' indeed.

VAMPIRE CHRONICLE: THE CHAOS TOWER

INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 80kb

GAMEFAX

Beat-em-up | Sequel | Easy | Old Skool

Vampire beat-'em-up? You might wanna 'stake' this out...

Ignored pretty much everywhere outside of Japan, the *Darkstalkers* series (Or *Vampire*) is basically a horror version of *Street Fighter* with mummies, zombies and vampires in place of martial artists. It's completely ridiculous, but therein lies its peculiar charm.

The first thing that gets you is how smooth it is. The intricacy and fluidity of the animation is stunning and it compliments the fast, responsive gameplay perfectly. But it still suffers from innate simplicity. You can only drag so much out of a 2D beat-em-up, and *Vampire* is definitely no exception. There's a myriad of moves and combos, but when you've learned them, you've learned them.

It's also disarmingly easy. We rattled through arcade mode in about ten minutes. Your best bet would be to ramp up the difficulty from the off if you want even the slightest challenge. Though you could try 'Tower' mode that, in a style similar to *Soul Calibur 2*, pits you against various foes with varying battle alterations (for example, all kick moves disabled) as you make your way up a 13 floor tower unlocking goodies and characters.

Vampire is a good, but it's so simple and seen-it-all-before that we can't really mark it as a must-have title. It does what it does very well. But it doesn't do much. **Andy Kelly**

■ *Import* Vampire *now.*

PSM2 VERDICT

The only scrapper on PSP and a worthy addition to the launch lineup. *Vampire* suffers from simplicity, however, and doesn't offer a hell of a lot. Good, but something of a one-trick pony.

74

INFOSTRIP

RIDGE RACER

DETAILS

Developer: Namco
Publisher: Sony
Players: 1-8
Memory Save: 272kb

GAMEFAX

Racing | Addictive | Sequel | Network Play

The English version is here – and it's as good as before.

We salivated over the Japanese version back in issue 59 and now, finally, here's the English-language version. But, if you've already imported, is it any different? Well, other than that the menus are much easier to understand, no. But if ain't broke and all that....

It's hard to imagine a better showcase for PSP than *Ridge Racer*. It features tracks from throughout the series, with car handling and presentation that has literally been ten years in the making. The intro is jaw-dropping, the number of modes and styles of play initially baffling and the unrivalled unique 'drift' gameplay is ported intact. Plus there's a new nitrous system, delivering speed-ups earned by performing those famous drifts.

Playing the original *Ridge Racer* track on a console that fits in your pocket is a revelation. It's all here, every detail – plus tracks from every version of the game since. The World Tour mode organises the 24 tracks into different combinations for a single-player challenge that will last you weeks. You can even play wirelessly, full-screen in an 'up to eight-player' link-up mode that shows what PSP's Wi-Fi is capable of. It all works faultlessly.

So they haven't included enough tracks from *Ridge 4* – but *Ridge Racers* on PSP is still a miracle. You want a reason to buy PSP? You just found it. **Daniel Griffiths**

■ *Grab the US version now.*

PSM2 VERDICT

A fantastic and inspired showcase of what PSP is capable of – and probably responsible for shifting every one of the machines sold so far. Only a lack of originality holds it back.

88

The MON£Y $HOT
Although bagging a hat-full of goals is obviously great, timing an inch-perfect tackle and earning 40 points certainly is too.

SKILLS TO FOOT THE BILLS

A nice feature of *WTS* is the challenge mode. The premise is simple. You compete against national sides over a series of increasingly difficult matches. Rather than aiming to beat your opponent by sticking more goals into their net, however, you need to earn a certain amount of points to progress. The system works like this. Every successful pass, tackle, goal and move you pull off is rewarded with points and for each thing you mess up, your score drops. The real challenge is pulling off a multiple passing move, strung together with silky skills and rounded off with a venomous volley. Back of the net.

POINTS OF VIEW: **Complete a move that retains possession and you're rewarded with points.**

MEDAL OF HONOUR: **You need to achieve at least a bronze medal to progress to the next round.**

PSM2 SILVER AWARD

WORLD TOUR SOCCER

Football + Tony Hawk's Pro Skater + Play anywhere = Pleasant surprise.

IMPOSTRIP

DETAILS
Developer: Sony London
Publisher: Sony
Players: 1-2
Memory Save: 640kb

GAMEFAX
Sports · Addictive · Hard · Network Play

TRIVBURST
- Wi-Fi search allows you to connect up to fellow PSP users for a match.
- Over 150 clubs and national teams to choose from and humiliate your mates with.

PUBTALK
The smart arse thing to say down the boozer.
"Did you know ex-Man Utd keeper, Alex Stepney once dislocated his jaw while shouting at one of his team mates? Ouch."

We've all played post-pub games. *Singstar*, *Mashed* – even *PES* is classed as a drunken after-hours affair. But there's a void. What about when you get down the pub, find the pool table clogged up with soggy beer mats and the table football clogged with rust? You could settle for a game of darts, or maybe huddle round and play dominoes as if you were in Last Of The Summer Wine. But wait. *World Tour Soccer* is here to help.

How? Well, Sony's soccer ace features an innovation that's perfect for whiling away ten minutes with a pint of old mans lemonade while you wait for your mates to turn up. What? Challenge mode (See SKILLS TO FOOT THE BILLS). It's like *Tony Hawk Pro Skater*, but with football. i.e. succesful pass = 40 points, goal = 200 points, but get tackled and its -10. You build combos to majestic levels, only to see them shattered with a mishit pass. Tense stuff, and covertly addictive – it's perfect for 'give it here, you clod' round table group gaming. And with wireless multiplayer options, you'll still be playing when the land-lord calls 'time'. Or, er, wishing for a battery.

WTS offers simple, faff-free footie – ideally suited to portable gaming. Whereas *FIFA* on PSP (see pg 86) has tried to port the PS2 controls directly, Sony have stripped them down to the bare minimum and, as a result, *WTS* feels exactly how footie on a hand-held should. The tricks are performed by holding L1 and pressing ○, ✕ or □, while △ launches into a Pires-style dive. Simple. However, the D-pad could be more responsive. Diagonal running is a tricky affair, and it doesn't feel *much* more effective with the analogue. .

We thought Sony might cut corners to keep the frame-rate smooth but, apart from Peter Drury's slightly truncated commentary, the action is fluid. The graphics are solid and impressive, if not actually dazzling or jaw-dropping. So here's to *WTS* and gaming in pubs. The loser of the next match gets the round in.

Nathan Irvine

■ *World Tour Soccer will be kicking off on PSP in Spring 2005*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple but entertaining footie action. – D-pad controls aren't responsive enough.	+ Silky smooth animations and realistic player models. – Bland stadiums filled with faceless spectators.	+ Nice stadium atmosphere and a decent soundtrack. – The commentary's lacking in diversity.

LIFESPAN
There are loads of competitions and with over 150 teams, there's plenty of choice for those wireless head-to-head games.
MINUTES — YEARS

IT'S BETTER THAN...
TIF 2005 ON PS2

IT'S WORSE THAN...
NOTHING... YET

The introduction of football to PSP sees Sony draw first blood. Thanks to the easy-to-use controls and smooth action, they've set a high benchmark for others to try to reach.

80

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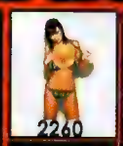
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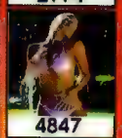
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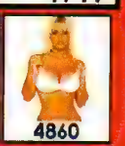
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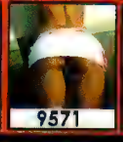
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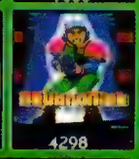
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1965	Eric Prydz	Call on Me	1722	Jo Jo	Leave
4658	Nelly ft Tim McGraw	Over..	9596	Usher	Burn
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2511	McFly	All About You	6663	Eamon	Don't Want You Back
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4435	Usher	Yeah	6718	D12	My Band
5892	Destiny's Child	Soldier	9109	D-12	How Come
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5805	Blue	Get Down On It	9563	Mario Winans	I Don't Wanna..
8412	Brandy	Who Is She To You	5787	McFly	You've Got A Friend
3212	Britney Spears	Do Somethin	4253	McFly	Obviously
9119	Britney Spears	Toxic	5785	Natalie Imbruglia	Shiver
6789	Britney Spears	Everytime	4724	Natasha Bedingfield	Unwritten
3300	Britney Spears	My Prerogative	3131	Nelly	Na NaNa Na
5815	Cassidy	I'm a Hustler	4022	Nelly & Christina	Tilt Ya Head..
4364	Cassidy Ft R Kelly	Hotel	9603	O Zone	Dragostea Din Tei
6454	Christina Aguilera	Dirrty	6379	Outkast	Hey Ya
2541	Elvis Presley	Jailhouse Rock	9408	Peter Andre	Mysterious Girl
2870	Elvis Presley	Rock A Hula Baby ★	5872	Scooter	The Logical Song
3636	Eminem	MOSH	1493	Snoop Dogg	Sign ★
5788	Estelle	Go Gone	2572	Stonebridge	Take Me Away
4443	Frankee	F*U*R*B	4674	The Game ft 50 Cent	How We Do
1205	Freeloaders	So Much Love ★	2977	The Streets	Blinded By The Light
2519	Girls Aloud	Wake Me Up	4473	U2	Sometimes You Can't Make .
2332	Good Charlotte	I Just Wanna L	2491	Usher	Caught Up
3567	Green Day	Holiday	2726	Usher	Confessions Part II
5778	Gwen Stefani ft Eve	Rich Girl	8371	Will Smith	Switch
8387	Hanson	Lost Without Each Other	3140	Ciara	Goodies
8711	Jamelia	Superstar	5201	Ashanti	Only You

4690	Doves	Black White	9601	Angel City	Touch Me
4722	The Dogs	She s Got A Reason	2974	Armand Van Helden	My My My
4723	New Found Glory	I Don t Wanna.	4601	Fatboy Slim	Wonderful Night
2549	Interpol	Evil	2965	Dirty Vegas	Walk Into The..
2332	Good Charlotte	I Just Wanna Live	4704	Mylo	Drop The Pressure
6788	Lost Prophets	Wake Up	3393	Deep Dish	Heaven
4434	The Calling	Our Lives	1965	Eric Prydz	Call on Me
6719	Him	Solitary Man	2528	Chemical Brothers	Galvanize
6436	Maroon 5	This Love	3925	Michael Gray	The Weekend
9283	Jet	Look What You've Done	0208	Robert Myles	Children
9253	Keane	Somewhere Only We Know	5872	Scooter	The Logical Song
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FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

BEAT-EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 4
3. HYPER STREET FIGHTER 2
4. FIGHT NIGHT 2004
5. MORTAL KOMBAT: DECEPTION

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	
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BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
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CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLD FEAR	Ubisoft	60	83%	
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
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CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONSTANTINE	SCi	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DEVIL MAY CRY 3	Capcom	60	83%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	

TOP FIVE

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

FOOTBALL

1. PRO EVOLUTION SOCCER 4
2. FIFA 2003
3. LMA MANAGER 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

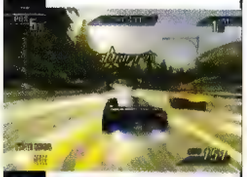
4X4 EVOLUTION 2	28%
18 WHEELER	36%
AIR RANGER RESCUE HELICOPTER	24%
ALPINE RACER 3	31%
ARMY MEN: GREEN ROGUE	18%
ATLANTIS 3: THE NEW WORLD	19%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%
CATWOMAN	33%
CAT IN THE HAT, THE	23%
CHARLIE'S ANGELS	14%
CRASHED	27%
CURSE: EYE OF ISIS, THE	24%
CYCLONE CIRCUS: POWER SAIL RACING	18%
DAVID BECKHAM SOCCER	24%
DISNEY'S DINOSAUR	36%
DNA: DARK NATIVE APOSTLE	37%
DONALD DUCK: QUACK ATTACK	28%
DRAGON'S LAIR 3D: SPECIAL ED	27%
ETERNAL RING	35%
EX ZEUS	30%
EVIL TWIN: CYPRIEN'S CHRONICLES	30%
FIGHTBOX	11%
FLINTSTONES, VIVA ROCK VEGAS	15%
FRANK HERBERT'S DUNE	28%
FROGGER BEYOND	8%
GAUNTLET	32%
CELEBRITY DEATHMATCH	31%
GODAI	26%
GO GO COPTER	37%
GO GO GOLF	15%
GRADIUS 3 & 4	29%
HIDDEN INVASION	29%
HUGO BUKKAZOOM	17%
INTERNATIONAL LEAGUE SOCCER	27%
IRON ACES 2	19%
JET ION GP	29%
KIDZ SPORTS: BASKETBALL	9%
KNIGHT RIDER	27%
LAKEMASTERS EX	36%
LARGO WINCH: EMPIRE UNDER THREAT	11%
LONDON RACER 2	29%
MARY-KATE AND ASHLEY:	
SWEET 16 LICENSED TO DRIVE	33%
MUSIC MAKER	23%
POLAROID PETE	25%
POWERDROME: RACE OF CHAMPIONS	33%
POWERPUFF GIRLS, THE	29%
PRYZM: THE DARK UNICORN	9%

TOP FIVE

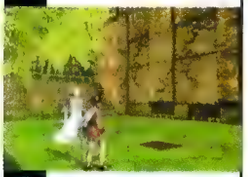
MILF'S FAVOURITE GAMES OF ALL TIME

1 METAL GEAR SOLID 3
Thrilling, gorgeous, and intense. MGS3 pulls you into it's cold war world with ease.

2 PRO EVO SOCCER 4
The fact I never used to like football and yet this is so high in my list speaks volumes.



3 BURNOUT 3
Like B2, it's great to play and insanely fast, only this time it's 10 times as vicious! Crunch!



4 ICO
Sony's fairytale 'em up plays like a relaxed chilled out dream. Bliss...

5 GTA: SAN ANDREAS
CJ's journey is an epic story of revenge filled with incredible touches and attention to detail.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONKEY MANIA	Sony	60	69%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA STREET VOLUME 2	EA	35	85%	
NBA STREET VOLUME 3	EA	60	87%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
PTO IV	Koei	48	41%	
THE PUNISHER	THQ	60	82%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS: COVENANT	Midway	60	84%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	42%
SCORPION KING, THE: RISE OF THE AKKADIAN	42%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	

SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	
WHIRL TOUR	

TOP FIVE

WASTED LICENSES

1. KING ARTHUR
2. MIAMI VICE
3. VAN HELSING
4. TURTLES 2: BATTLE NEXUS
5. CONSTANTINE

TABLOID-BAITING GAMES

1. MANHUNT
2. GTA: SAN ANDREAS
3. THE PUNISHER
4. THE GETAWAY: BLACK MONDAY
5. BACKYARD WRESTLING

GAMES FULL OF 'SEXY' LADIES

1. RUMBLE ROSES
2. LEISURE SUIT LARRY
3. OUTLAW GOLF 2
4. PLAYBOY: THE MANSION
5. SUMMER HEAT BEACH VOLLEYBALL

HISTORICAL SETTINGS

1. ANCIENT ROME (SHADOW OF ROME)
2. WORLD WAR 1 (BROTHERS IN ARMS)
3. FEUDAL JAPAN (KESSEN II)
4. ANCIENT CHINA (DYNASTY WARRIORS)
5. MEDIEVAL TIMES (BARBARIAN)

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001-2002	Take Two	18	48%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

QUICK TIP: CONSTANTINE
TO GET LARGE FIREBALLS, TAP SELECT THEN △, △, △, ←, →, →, ←, ←, →

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

98 MERCENARIES
Still wading through a muddy field of uncertainty in this *GTA*-cum-war extravaganza? Take a look through our latest cheat and advice. Blow the scum away.

100 METAL GEAR SOLID 3
You'll have finished the game by now, no doubt. Haven't you? But we bet you haven't tracked down all the hidden secrets. We spill our guts.

106 PRO DOJO
High scoring. No, not a night out for the PSM2 team, but instead what we want to see from you. Can you top the Dojo charts and prove your gaming prowess?

Playing fair doesn't make you a winner. Just ask Maradona. He reads these pages. Yes.

TIP OF THE MONTH

IN A SPOT OF TROUBLE AND STRIFE? FOLLOW OUR ADVICE FOR AN EASY LIFE

GRAN TURISMO 4

CREDITS AND LICENSES
Have a saved game file from *Gran Turismo 3* or *Gran Turismo 4: Prologue* to start with extra credits and some of your previously earned licenses.

JUMP DIRECTLY TO CAR MANUFACTURER
From the main menu (where your garage is located), press L1 or R1 to go directly to the car manufacturer for the car that you are currently in.

REMAIN IN CURRENT GEAR WITH AUTOMATIC TRANSMISSIONS
When racing with an automatic transmission, hold L2 to force the car to remain in the current gear. Release L2 when the small red light flashes or the car will not change gears.

TOGGLE GHOST RACER
After you finish one, try a B, A, IB, IA, or S license (1-16) or rally. The ghost racer will be on. If it confuses you, press D-pad ↑ to toggle it off or on.

LICENSE TEST HELP
During the countdown in a license test, press R3 to display blue (acceleration) and red (braking) guides on your route.

FASTER REPLAYS
During a replay, press L3.

NO REPLAY MUSIC
During a replay, press ◎.

STOP SCROLLING TEXT
At any point that you see scrolling text at the bottom of the screen press L3 to stop the text from scrolling.

NEW CARS AND TRACKS
To unlock cars and tracks, compete in the GT Career mode. You can earn money there to upgrade your cars, and buy or sell new and used ones. Additionally, at the places where you can buy your cars (for example, BMW), you can find races that use a certain model of that dealer. This will unlock some of the bonus cars you cannot normally buy or win in a race. The cars that you get are very fast, and you can sell them for a decent price.

NEW CARS FROM OLD RACES
You can win different cars from series races that you have already completed. For some series, you are given the option to clear your current records. If you do this, you can race those courses over again to win another prize car.

EASY MONEY
After transferring your licenses and credits from *Gran Turismo 3*, buy the Dodge Viper GTS and soup it up. Then go to the Special Event races and compete in the Capri Rally Easy. After you win both races, you are rewarded with a rally car worth 236,000 credits. Go back to the Capri Rally and compete in it again. You will be given the same rally car. Sell one, and you will have 236,000 credits. Additionally, buy a decent car like an Evolution (must be of Japanese make) and upgrade it as much as possible. Then, go to Japan and compete in the All Japan race. Each gold awards you 7,500 credits (five races) and all golds give you 35,000 credits. You will win a 350Z race car at the end. Then, compete in the All Japan race repeatedly. Each time you get all golds, you will get another 350Z that can be sold for over 318,000 credits.

After transferring your licenses and credits from *Gran Turismo 3*, buy a Civic Type R (EP or EK). Then, add mods to it to get over 230 hp. Go to the Honda dealer and join the Civic races in the One-Make Races. Finish first in all the race courses and you will be awarded the Mugen MOTUL Civic Si Race '87 car. Sell it for 90,000 credits. Then repeat the process again.

After loading your *Gran Turismo 3* game credits (100,000 credits) and A and B licenses into your *Gran Turismo 4* game save, go to Tuner Village in the lower left hand corner of the main menu. Select HPA Motorsports and buy the VW Golf look-alike, (2004 HPA Motorsports Stage II R32) for 31,870 credits. Exit from the Tuner Village and go to the Special Conditions Events icon. Enter the 2004 HPA Motorsports Stage II R32 into the Cost Di Amalfi race. Do both races forwards and backwards. This should only take about ten minutes with the 2004 HPA Motorsports Stage II R32. When you complete this event you will be rewarded with the 2002 Toyota Rsc Rally Raid Car, which has a selling price of 265,624 credits. Sell the 2002 Toyota RSC Rally Raid Car and enter the Cost Di Amalfi race again with the 2004 HPA Motorsports Stage II R32. You will be asked if you want to clear records from your previous races. Select 'Clear' as your option. Enter the races again. Win both races and you will be rewarded with another 2002 Toyota RSC Rally Raid Car. Keep doing this repeatedly to get as much money as possible in the least amount of time.

THE GETAWAY: BLACK MONDAY

ALTERNATIVE ENDING
In Chapter 18, let Jackie die. When you reach Chapter 22, you will have a different ending and a different Chapter than if you'd saved her.

ALTERNATIVE ENDING 2
In Chapter 13, don't drive Sam to the Skobel building and instead get out of the car. When you reach Chapter 22, you will see a different ending from the previous ones you can get. You will also play a different version of Chapter 14 as Sam if she drives to the Skobel building in Chapter 13.

NO TRAFFIC
Chase the black Brevis car and stop it. Then take Tyler into the police station. Leave your car outside the station and go the rest of the way on foot. Go through the entrance to the police station until your car is out of sight. You will then notice that your car has disappeared and so has all the traffic around the city, apart from the cops on motorcycles

BIKE SIGHTSEEING TOUR
You can ride on a bike and have Tyler sit on the back and go on a sightseeing tour. During the opening introduction, before the main menu appears, press ↑, ↓, ←, →, △, ↑, ↓, ←, →, R2.

PLAY AS JAMAHL
Successfully complete the Your Man With The Tattoo mission to unlock Jamahl in free-roaming mode.

PLAY AS YURI
Successfully complete the Jimmer Collins mission to unlock Yuri in free-roaming mode.

BLUE LEMANS
Search outside the Shoreditch Boxing Club to find the Blue LeMans.

CITROEN CAMPER VAN
Search on Kensington Road, below Hyde Park to find the Citroen Camper Van.

CITROEN KEBAB VAN
Search near Waterloo Road to find the Citroen Kebab Van.

CONGESTION CHARGERS VAN
Look in Soho (where you started in the original *Getaway*) with Hammond to find the van.

EYETOY LEMANS
Go to Marylebone and search near a garage where you can save your cars to find the EyeToy LeMans.

LOTUS POLICE CAR
When you first start off with Mitch and get to where it is

tips

suitable to turn around, go to the first right, then turn left and left again. Go down until you get to the second tunnel. There should be a Lotus police car down there.

PENNY FARTHING
Go to Mayfair and search in front of a big archway at the top left of the area to find the Penny Farthing.

PEUGEOT 406
In free roaming mode, choose Viktor as your player. You will start in a purple Brabus outside the Skobel building in the city. Exit the Skobel building, turn down the side street directly opposite and drive to the end where you will have to take a right turn. Just ahead you will find the Peugeot 406 from the film "Taxi". It has one of the fastest top speeds of any car in the game and handles brilliantly.

PUSH BIKE MOUNTAIN
When you start off with Sam, look behind you. There will be a push bike mountain.

THE GETAWAY LEMANS
Search behind the Tower of London to find The Getaway LeMans.

VAUXHALL RALLY CAR
Look around the St. Pancras area. Look for an alleyway go down to find an old Vauxhall rally car.

VAUXHALL VX
Search behind the police station to find the Vauxhall VX.

SAVING CARS
When you start free roam mode with Mitch in the Police Laguna, turn around. You will see a turning, and there will be a garage with a white door with little holes in it. Drive a car into it, park it, then save. The car will be there the next time you go here.

FIFA STREET

MINI PLAYERS
Pause game play, then hold L1 + ⓐ and press ↑, ←, ↓, ↓, →, ↓, ↑, ←.

NORMAL SIZE
Pause the game play and enter the codes while holding L1 + ⓐ to make certain changes →, →, ↑, ↓, ↓, ←, →, ←

UNLOCK ALL APPAREL
To unlock all apparel including shoes, simply go to the Main Menu and then: Hold R1 + ⓐ while pressing →, →, ←, ↑, ↑, ↑, ↓, ←.

KING OF FIGHTERS 02/03

UNLOCK GOD TEAM OROCHI: KING OF FIGHTERS 2002
Beat the game once then in any character select menu you can highlight Chris, Shermie, and Yashiro while holding R1 to play with their original god team orochi move set.

UNLOCK GEESE
Beat level 40 of Time Attack and hold R1 over Billy on the select screen.

UNLOCK GOENITZ
Beat level 30 of Time Attack and hold R1 over Rugal on the select screen.

UNLOCK KING
Defeat Rugal in Single Attack mode.

UNLOCK RIOT IORI
Beat level 20 of Time Attack (hold R1 over normal Iori to select).

UNLOCK SHINGO
Defeat Rugal in Team Attack mode.

UNLOCK ADELHEID BERNSTEIN
Defeat Adelheid in any mode (Hold R1 over Iori to select).

UNLOCK MUKAI
Defeat Mukai in any mode (Hold R1 over Kyo to select).

HIDDEN TEAM ENDING
If you play through arcade mode with the Mukai path (i.e. beating Kusanagi with a DM), you'll get an ending cut-scene if you used one of the ten pre-set teams. However, there is yet another ending if you select the "Sacred Three" team: Kyo, Iori, and Chizuru. This should look familiar to older fans of *KoF*. Beat Mukai, and then kick back with the destined trio.

NBA STREET V3

STREET CHALLENGE COMPLETION BONUSES
Successfully complete Street Challenge mode to unlock all Court Creator items, NBA legends, Street legends, *V3* store items, 50,000 Street Points and play in a bonus tournament on the last Sunday of Week 10.

BIGGIE LITTLES IN STREET CHALLENGE MODE
Defeat his team in the finals of the first tournament you are invited to at The Cage, NY, to unlock Biggie Littles in Street Challenge mode.

DIME IN STREET CHALLENGE MODE
Defeat his team in the finals of the Can You Spare A Dime tourny to unlock Dime in Street Challenge mode.

RECOMMENDED TEAM
Go to an exhibition game and choose the NBA All Stars. Then, choose King James (Lebron James), Steve Franchise (Steve Franchis) and Kobe (Kobe Bryant).

EASY SP
Choose legendary difficulty setting to get maximum SP and get as many GameBreakers as possible. Also, go to Dunk Contest and choose legendary difficulty setting. Select King James and use props.

EASY TRICK POINTS ON A GAMEBREAKER
When you go up to dunk, make sure all your teammates are downcourt. Go up, hold all four Turbo buttons and rotate the Right Analog-stick until another teammate jumps up. Continue this until both teammates jump and let the last player dunk.

EASY POINTS IN DUNK CONTEST
When playing a dunk contest, hold L1 + L2 + R1 + ⊗ before the three point line, then run up just for a second and press ◎.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

GRAN TURISMO 4 (M)

4TNN-CVCV-VJ23P
6VZ2-3FMN-KZX25
FHFP-AR44-FW7C8

MAX CASH
YGT5-F9UG-VQU7A
N1H0-5X1J-PJDNY
9BFM-1V81-8N4J7

ULTRA SLOW TIMER
BEDN-8W6R-9XG37
X1ZR-FK5A-GQ9X0

NO TIME PENALTIES
PBWG-KK2N-338HG
YZU8-0NB3-U8F54

MAX CASH AFTER USAGE
611A-7JWA-BC76A
ZDF6-C3Q0-QZNR6

ARCADE CAR MODIFIER
QCAP-5BEF-F6JTH

ISUZU 117 COUPE 1968
ZQ64-GMG1-1KGH0
5WR1-TF8F-KFB2K

ALFA ROMEO 147 2.0 TWIN SPARK 2002
YPCT-G1J0-6M4Z6
CMQ4-HUY7-N4B33

NISSAN 180SX TYPE X 1996
68AA-1TT0-87YB4
TRV3-M8XF-JZ1ZD

FIAT 500F 1965
N1W6-YFMH-AZJK2
FN0H-BE1H-UX8PD

ALPINE A110 1600S 1973
XRVU-BBUX-PYKJY
GYEC-RVWH-30N2Z

SUZUKI ALTO WORKS SPORT LTD 1997
DQ8F-0HBA-ZJWTC
1M5E-WB7G-6W8J3

MAZDA ATENZA 2001
ZE9N-5AUM-645TX
HCU3-Y3J2-7J4NK

CHEVROLET CAMARO Z/28 302 1969
C58D-EB08-NTU11
WWXQ-T5UT-CQ6RZ

CHEVROLET CAMARO 1997
VBT1-YCMB-A6KC2
PZN3-TDZJ-BURV9

TOYOTA CELICA SS-II 1997
PENH-DWR4-UUGBF
ZPZW-WP55-126HM

CHEVROLET CHEVELLE SS 454 1970
V5P4-8QCA-36652
PTWU-DT4N-PZNHN

HONDA CIVIC SIR-II 1993
YE1V-3WNZ-QYF2X
WXA2-0P3W-A22VX

CHEVROLET CORVETTE GRAND SPORT 1996
U40W-W1MB-30APP
7PPR-J1MD-JBGP9

MERCENARIES (M)

FW6H-38YC-PBYX0
UWBC-UY53-DYXC1

STATISTICS CODES
8GW1-T259-V553X

NO RETREATS
Z0NN-XQMR-3P8M7
78KQ-0TGA-QBE43

NO DEATHS
61RM-5A00-9D9V9
W3R4-N3CT-BT3KT

NO MEDIVACS CALLED
4TDM-R4D1-2P6YY
RDXQ-PD7Y-T8N08

ALWAYS 1ST SAVE
H30D-CAJN-A1EBZ
HMQ3-3203-AJ038

MAX BULLETS FIRED
9EJ1-42QH-WK2PV
95CH-6FF2-1PUF9

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

METAL GEAR SOLID 3 (M)

2ER2-MJDR-3XBQB
X3Z8-6897-GRDTD
FFiV-00T1-GAC74
PXR4-KGQ3-WPUYB
1G32-5GKH-C988T

HEALTH CODES
6E9J-NBG8-K0A24

MAX/INFINITE HEALTH
4NFG-C0MQ-F4VV5
KPDC-V68T-V78TR
XDZ8-NC0G-EVV3F
REA0-QTF9-13JVD

INFINITE STAMINA
GNNW-AFZI-V4PK3
V0HT-UAR1-48VUV
42GW-JEVE-X4GVR

WEAPONS
55JM-7473-C2F4N
JB9E-91K0-74840

SURVIVAL KNIFE
DVGD-99PE-AQVQ4
BHNH-XKYZ-HPZD1

CIGAR GAS-SPRAY
K6Z9-NXH4-P7DPR
1CMR-7D5T-JB2CQ

HANDERKERCHIEF
15QW-GPNV-U9RVQ
A953-AMW7-0GX9W

MK22 TRANQUILIZER GUN
WVX8-WUMJ-JVK9N
J7E5-MJEP-WY6XD

M1911A1 PISTOL
9TJC-9BFT-0AMX7
MJV0-P8VC-J6ER1

EZ GUN
E0MK-0G5E-CXD7V
D180-B5H7-1M13K

SINGLE ACTION ARMY
NR82-GQ9B-JYQDA
QMB1-V329-MADF0

ALTERED BEAST (M)

FNQF-MNWA-81B4D
9UWF-26WI-U0P8E

INFINITE HEALTH
EZRJ-TWKH-WKY9D
D4U5-3BW8-C9NDR
WB0P-1NNW-VN2IB

MAX/INFINITE HEALTH
6RKH-GRRQ-E6RRD
40HQ-VF33-4WKPW
F7YQ-3GVU-ZYABB
HFZT-7U85-FQ53K

INFINITE SPIRIT
19PT-9G16-ZHRWZ
D4U5-3BW8-C9NDR
FTU2-FFU1-JXWGN

INFINITE/MAX SPIRIT GAUGE
NU51-3EXG-Q7JPP
40HQ-VF33-4WKPW
PFFU-VPGC-Z249Z
N6UE-DQG1-PGPKM

PLAYBOY: THE MANSION (M)

0GF8-DRBC-YFRV5
W6GP-19GY-QWHU2

MAX CASH AFTER BUYING ITEMS
JVPW-F7UN-M4C28
ZV04-3MKW-E93Z6

MAX POINTS AFTER BUYING CHEATS
5N6T-YGCK-ERoTo
2GUM-CUiG-2REYQ

OPEN ALL CHEATS
F941-CA8P-VHZ6W
QXWK-7AXH-M4Y96
YU92-YPE9-XBMC1
1HWV-MK53-R01U8
4JUK-KRET-BQHZV

MERCENARIES

'HEROIC' REPORTS
If you go into a GSRN Van or stay near one, you will hear about "your" latest capture/killing, even though you weren't involved.

RELOAD AMMO
When low on ammo, mount a turret in a vehicle and your ammo will be replenished.

RAISE FRIENDLY MAFIA RELATIONS
At any time your relations with the Russian Mob are not at the maximum, just steal the marked Mafia truck that's right next to the Mafia Chop Shop Garages in both of the cities and drive it into their garage. While it doesn't give you money like other vehicles (because it's one of their own cars), you still get the respect bonus, so you can just quickly repeat the process to speedily raise your Mafia relations.

MAKE THE MOST OF SIDE MISSIONS
The first side missions you come across are really simple, "Can you get from Camp X to Camp Y in under two minutes?" affairs. You can pass these easily with lots of extra time, but don't. These missions do not disappear when completed. They allow you compete against your previous time for the same $5000 prize. So if you let the clock run till its been 1:55 before completing, and then come back and do it in 1:50 then 1:45, you will net yourself a lot more money. This train of thought works for other missions too. There is a side mission where you push a barrel over 50 metres, but you can keep retrying it and earn yourself some money.

ALL MISSIONS AND BONUS CHARACTERS
At the PDA factions screen, press ←, ←, ←, ↓, ↓, →, ↑, ↑, to unlock all missions and bonus characters. If you entered the code correctly, you will hear the sound of a click.

ALL SHOP ITEMS
At the PDA factions screen, press ↓, ↓, ↓, ↓, ↑, ←, →, → to unlock all shop items. If you entered the code correctly, you will hear the sound of a click.

INFINITE HEALTH
At the PDA factions screen, press ↑, ↓, ↑, ↓, ←, →, ←, →. If you entered the code correctly, you will hear the sound of a click. Repeat this code to disable its effect. The effect of this code will end after the current contract is completed. Note: If this code is enabled while in a vehicle, it will also have infinite health.

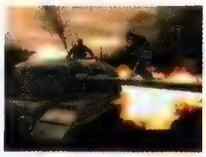
INFINITE AMMUNITION
At the PDA factions screen, press →, ←, →, →, ←, →, ←, ←. If you entered the code correctly, you will hear the sound of a click.

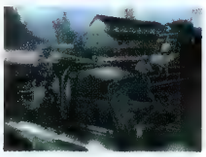
EXTRA MONEY
At the PDA factions screen, press →, ↓, ←, ↑, ↑, ←, ↓, →. If you entered the code correctly, you will hear a click.

ACE OF DIAMONDS SKIN
At the PDA factions screen, press ←, ←, →, →, ↓, ↓, ↑, ↑ to unlock the Ace Of Diamonds skin. If you entered the code correctly, you will hear the sound of a click. This code cannot be enabled until the correct amount of rewards have been collected to unlock it.

BUFORD SKIN
At the PDA factions screen, press ←, ←, →, →, ↑, ↓, ↓, ↓ to unlock the Buford skin. If you entered the code correctly, you will hear the sound of a click. This code cannot be enabled until the correct amount of rewards have been collected to unlock it.

DOCTOR SKIN
At the PDA factions screen, press ←, ←, →, →, ↓, ↑, ↑, ↓, ↓ to unlock the Doctor skin. If you entered the code correctly, you will hear the sound of a click. This code cannot be enabled until the correct amount of rewards have been collected to unlock it.





MEGAMAN X8

BONUS CHARACTERS
Successfully complete the game and load your cleared saved file. The navigator used most to complete the levels will be unlocked (Alia, Layer, or Palette).

LEG PART I FOR X IN BAMBOO PANDEMONIUM STAGE
To get this, Ride Armour and Zero are suggested. After you get past the trap room (where you fight all the Ride Armours), kill everything here. As Zero, take the Ride Armour up on the elevator, hover over, air dash, then finally jump out and do a double jump. If done correctly, you can switch to X and get the part.

ARMOR CAPSULE IN EARTHROCK TRILOBITE STAGE
To get past the canisters and get to the Armour Pod, you need the weapon acquired from Burn Rooster. Just shoot and get the armour.

HEAD CAPSULE TO X'S NEUTRAL ARMOR IN GRAVITY ANTONION STAGE
Go to the Gravity Antonion stage. Use Palette as Navigator (Axl and X recommended). When you reach the room with two teleporters, switch the room twice and hover over the spiked area to the right. Land in the middle break and enter the teleporter.

ZERO'S RARE METAL IN GRAVITY ANTONION STAGE
Zero's Rare Metal is found in the Gravity Antonion stage. Use Axl and Zero, with Layer as Navi. Copy the DNA of the characters who walk and dash on spikes. It is in the room after the Skipe Block mini Boss.

BUSTER CAPSULE TO X'S NEUTRAL ARMOR IN NOAH'S PARK STAGE
After you complete the Noah's Park stage, return there. The door is now open where you jumped up to continue.

FIGHT CUTMAN IN OPTIC SUNFLOWER STAGE
Start the game with a *Mega Man X: Command Mission* saved game file on your memory card. At the beginning, before you fight Sunflower, your navigator will say something about a signal marked "CM". A portal will open, and you can fight Cutman. He can be killed with a charged Buster Shot.

DEFEATING BOSSES
Just have both character's life at full and perhaps a Life Tank. You can kill every Boss with only the Buster and Saber.

THE PUNISHER

UNLOCK CLASSIC PUNISHER COSTUME
Create a new profile and enter "NAILGUN" as a case-sensitive name.

UNLOCK 90'S PUNISHER COSTUME
Create a new profile and enter "CEILINGFAN" as a case-sensitive name.

UNLOCK MODERN PUNISHER COSTUME
Create a new profile and enter "WOODCHIPPER" as a case-sensitive name.

Realtones

Clocks Coldplay	21
Baby Boy Big Brovaz	11
Celebration Kool & The Gang	24
Down Boy Holly Valance	45
Dy Na Mi-Tee Ms Dynamite	47
Like I Love You Justin Timberlake	104
Need You Tonight INXS	121
New York New York Frank Sinatra	122
Night Fever Bee Gees	123
Surfin USA The Beach Boys	133

Realtones are actual songs that play when your phone rings. To order a realtone just text Real + Number to 60111
eg. to order Baby Boy you would text :
real 11 to 60111

Ringtones

U2 Vertigo	1
Green Day American Idiot	2
Groove Armada I See You Baby	3
Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destinys Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath 5 Shake	19
Black Eye Peas Lets Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like Its Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
Christina Milane Dip It Low	25
Eminem Just Lose It	26
Joss Stone Don't Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliott Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotride	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

To order a ringtone text Poly or Mono + Number to 60111 e.g
poly 14 to 60111 or mono 21 to 60111

Wallpapers only £1.50 each

To order a wallpaper just text the keyword under the picture to 81313 eg. to order wall 6920 text: wall 6920 to 81313

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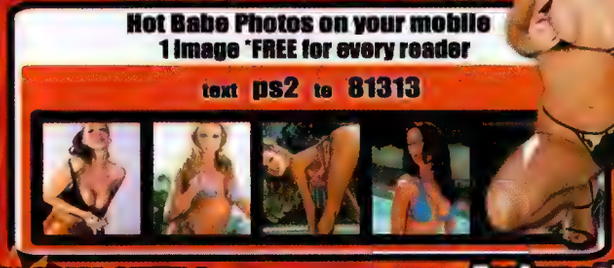
*Videos compatible with Nokia 3300, 3510i, 3530, 3595, 5100, 6100, 6200, 6225, 6230, 6610,6600, 6800, 7210, 7250, 7250i, 8910i, 3560, 6650 and Symbian™ Series 60 phones such as the Nokia 7650, 6600, 3650, 3660, Nokia N-Gage, Siemens SX1 and Samsung

Hot Babe Photos on your mobile
1 Image *FREE for every reader
text ps2 to 81313

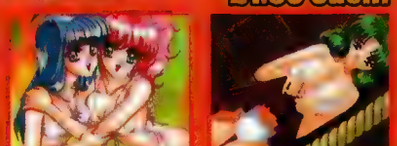


Animations

SPECIAL OFFER !
2 Animations for £3.00

To order an animation just text the keyword under the picture to 81313 eg. text funny 11 to 81313

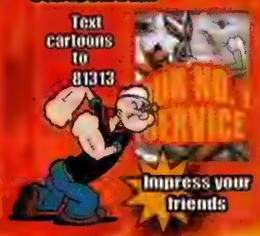
Manga Girls £1.50 each!



To order a manga girl animation just text anime to 81313

Cartoon Fun

Text cartoons to 81313



Mobile Games

01

play 36

02

play 34

03

play 38

04

play 37

play 35

06

play 11

To order a game just text the Item Code to 60111 eg. to order Rainbow Six 3 text play 37 to 60111

£4.50 each powered by gameloft

trippy tones

Need help? Call our customer helpdesk on 08708554194 or visit www.trippytones.com

Terms & Conditions. You must be 18 years old or over to use these services. By selecting any item you are agreeing to download and view that item. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Additional GPRS or GMS data transfer costs apply. No liability is accepted for any delay variations or damage or loss of data incurred by any party. Wallpapers cost £1.50. Java Games cost £4.50. Ringtones cost £3.00. Animations cost £4.50. Realtones cost £4.50 each. 1 Free wallpaper or video per customer. Subsequent images or videos cost £1.50 each. Text hot stop or ps2 stop to opt out at any time. The pole dancing service is a subscription service. Each dance costs £3.00. To opt out text dance stop at any time. The anime girls service is a subscription service. Each animation costs £1.50. To opt out text anime stop at any time. The cartoon fun service is a subscription service. Each animation costs £3.00. Text cartoons stop to opt out at any time. Text stop to opt out of any subscription service at any time. © 2004 Gameloft. All Rights Reserved. Gameloft, the Gameloft logo and Asphalt: Urban GT are trademarks of Gameloft in the US and/or other countries. All other trademarks and registered trademarks are property of their respective owners. Vans and Vans logo are registered trademarks of Vans, Inc. The trademarks Harbour Town Golf Links and Sea Pines are used under Licensed from Sea Pines Company, Inc.© 2004 Gameloft. All Rights Reserved. Under license by Ubisoft Entertainment. Rainbow Six is a trademark of Red Storm Entertainment Inc. in the US and/or other countries. Red Storm Entertainment Inc. is a Ubisoft Entertainment company. © 2004 Gameloft. All Rights Reserved. Under license by Ubisoft Entertainment. Ubisoft, Ubisoft logo, Splinter Cell Pandora Tomorrow and Sam Fisher are trademarks of Ubisoft Entertainment in the US and/or other countries. All game titles are a trademark of Gameloft Ltd. Please see website for more details on game copyrights and trademarks. For customer support please email customersupport@trippytones.com or call our helpline on 0870 8554194

"SNAKE BEATER"

METAL GEAR SOLID 3

Here's everything you *didn't* know about *MGS3* ...how to find the infinite ammo face paint, 100% stealth camouflage and Tsuchinoko (!?). PLUS! Win exclusive SIGNED Kojima prizes...

HOW TO... FIND ALL 64 FROGS

"You don't need to shoot all 64 frogs to get the stealth camo... just complete the game with the Foxhound ranking. See pg103!

Baffled by the frogs? You need to shoot 64 of them to earn the secret Stealth camouflage and make yourself 100% invisible. Where are they? Look...

1) DREMUCHIJ SOUTH
From your starting position in the Virtuous mission, head right and up into the narrow grassy path. The frog is visible to your bottom left, on top of a hill.

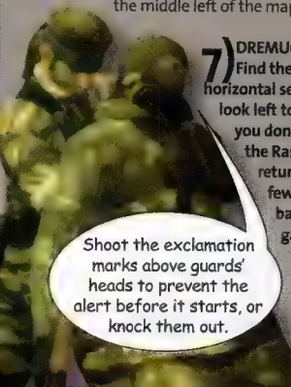
DREMUCHIJ SWAMP
Wade past the entire swamp – when you reach the second patch of tall grass it's on a hill directly to your right.

3) DREMUCHIJ NORTH
From your starting point, head forward and take the second right. Head through the tall grass until you get to a hollow log next to the right hand wall. The frog is behind you on top of this log, but you have to be in front of the log to see it.

4) DOLINOVODNO
It's on the very top of the left hand post of the bridge.

5) RASSVET 1F
There's a broken hole in the wall in the left of the stairs – peek through to target the frog.

6) DREMUCHIJ EAST
You are now in Operation: Snake Eater. The frog is under a log in the middle left of the map.



7) DREMUCHIJ NORTH
Find the climbable tree in the middle horizontal section of this map. Climb it, and look left to see the frog on top of a hill. If you don't have a pistol yet, advance to the Rassvet base, fight the guards, and return here later on. The following few frogs can only be found by backtracking like this, since the game doesn't actually force you to go over there.

Shoot the exclamation marks above guards' heads to prevent the alert before it starts, or knock them out.

8) DREMUCHIJ SWAMPLAND
Reach the island in the middle of the swamp and head left to the small outcrop of land. Look behind the northern-most tree toward the hill. Keep heading south.

9) DREMUCHIJ SOUTH
Left of where you started the Virtuous Mission, hop over the log and head into the top-left corner. The frog is sitting in clear view on top of the hill – you can even see him in third-person mode. Return to Dremuchij North and proceed normally.

10) DOLINOVODNO
It's on top of the post on the *other* side of the bridge.

11) RASSVET 1F
It's under the staircase, to the right of the cylinders.

12) CHYOMIJ PRUD
The frog is underwater. To find him, head north and find a big grey tree that's sticking out of the water – it hugs the north wall, so it may be hard to spot (on the map it's in the middle of the two northern paths out of this area). Dive to find the frog on the left of the base of the tree.

13) BOLSHAYA PAST SOUTH
Head north until you reach the big gap in the middle of the fence. Stay on the southern side of the fence and hug its perimeter while walking right. You'll reach a gnarled tree, and the frog is in the middle.

BOLSHAYA PAST BASE
Inside the main building in the room with the beds, the frog is under a desk at the bottom.

15) BOLSHAYA PAST CREVICE
You must shoot the frog *during* the battle with Ocelot. From your starting position, run right until you hit a wall, then turn around and pop the camera into first-person to see the frog behind.

16) CHYOMAYA PSCHERA CAVE BRANCH
Head to the waterfalls, and directly across from the alcove (where you found the Torch) enter the passageway until it becomes a dead end. Crawl into the crack in the wall and follow it into the open area. Directly opposite the crawling space is *another* crack in the wall. Crawl through until you reach the room with a big hole in the floor. Pop into first-person mode and shoot the frog.

17) CHYOMAYA PESCHERA CAVE
There's a small island in the south of the cave where you fight The Pain. Swim behind it, go into first-person view, and look up. The frog is hiding in the hole above The Pain's central platform.

18) CHYORNAYA PESCHERA CAVE ENTRANCE
About halfway through this area there's a cave on the left. Walk through (being careful to avoid the mines) and turn back to face the cave's entrance. The frog is hiding above the archway.

19) PONIZOVJE SOUTH
The frog is on dry land ahead and to the left of the start point, and slightly obscured by a rock. You can see it glowing as a white speck against the tree trunk.

20) PONIZOVJE WEST
It's easy to miss the entrance to Ponizovje West, so use the map to check its location (about two-thirds up the river on the left). Swim to the northwest corner of the pool and dive. There's a frog by the grate.

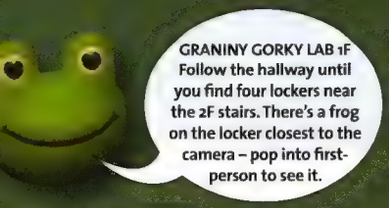
PONIZOVJE WAREHOUSE: EXTERIOR
Climb onto the dock and head towards the two boats. Go to the end of the pier and pop into first-person mode. Look right, and the frog is on the right of the red doors.

22) PONIZOVJE WAREHOUSE 1F
Climb onto the white crates in the southwest corner, then crouch and face north. Look up to the rafters on the right, above the stairs to find the frog.

23) GRANINY GORKI SOUTH
Run all the way to the north exit, and look up to your left. It's sitting on a tree branch.

24) GRANINY GORKI LAB EXTERIOR: OUTSIDE WALLS
Crawl west to avoid detection, then shoot the fuse box and crawl under the fence. Head to the left of the building and find the gap in the wall – stand with your back against the wall and pop into first person to see the frog between two tree trunks on the left.

25) GRANINY GORKI LAB EXTERIOR: INSIDE WALLS
Find the boarded-up building on the far right on this area, and look through the window to the right of the door – there's the frog, right there.


GRANINY GORKY LAB 1F
Follow the hallway until you find four lockers near the 2F stairs. There's a frog on the locker closest to the camera – pop into first-person to see it.

27 GRANINY GORKI LAB B1 WEST
In the basement section with multiple offices, locate the back room with the television. There's a frog in the northwest corner on top of a desk.

28 GRANINY GORKI LAB B1 EAST
In the basement prison section, there's a frog at the very end of the hallway.

29 SVYATOGERNYJ SOUTH
From the entrance, walk toward the first patch of high grass, and turn 180°. At the top, where the concrete meets the dirt, the frog sits on the corner.

30 SVYATOGERNYJ WEST
Head forward to the hollowed-out log on the ground. The frog is on the hill directly in front.

31 SVYATOGERNYJ EAST
Make sure you take the NE exit out of Svyatogernyj West (not NW) since this area is easily overlooked. Head forward and stick to the left path until you emerge on top of a small shack. Jump off and run towards the larger building in front, then go up the stairs to the door. You can see the frog sitting on a shelf through the window.

32 SOKREVENNO SOUTH
Backtrack to Svyatogernyj West and take the NW exit – there's a building in the NW corner. Climb the ramp and walk around the side. You can see the frog on a hill directly behind the building.

33 SOKREVENNO WEST
Follow the stream south, then duck and look for opening in the wall where the water flows in to find the duck.

34 SOKREVENNO NORTH
Start at the southern exit second from the right, then hug the left wall and follow its curve. When you reach the hollowed-out log, keep following the wall then look behind at the very next tree that grows against the wall – the frog is between the tree and the hill.

35 KRASNOGORJE TUNNEL
Find the arch in the middle of the hallway – the frog is on the ground behind, to the left.

Secret radio frequencies: revealed

Use the following CODEC frequencies to cancel alerts, call in air strikes or heal Snake's energy. The frequencies are different on each difficulty level, and can only be used once. You *could* find them all out by interrogating guards, or just read this:

DIFFICULTY: VERY EASY AND EASY

Fire Support Request (Use while on ALERT Status):

- 140.73
- 145.28
- 143.89
- 144.03
- 143.61
- 144.93
- 147.04
- 143.98
- 144.39
- 143.56

Alert Cancellation (Use while on EVASION Status):

- 143.03
- 149.75
- 149.63
- 149.90
- 148.87
- 146.59
- 145.94
- 140.15
- 143.16

Healing Radio:

- 140.01 – Salty Catfish/66 Boys
- 140.52 – Rock Me Baby/66 Boys
- 141.24 – Sea Breeze/Sergei Mantis
- 142.94 – Pillow Talk/Starry. K
- 144.06 – Jumpin' Johnny/Chunk Raspberry
- 147.08 – Surfing Guitar/66 Boys
- 147.59 – Sailor/Starry. K
- 149.53 – Don't Be Afraid/Rika Muranaka

DIFFICULTY: NORMAL

Fire Support Request (Use while on ALERT Status):

- 141.62
- 142.12
- 147.32
- 148.56
- 146.74
- 141.31
- 149.29
- 147.90
- 140.09
- 145.68
- 146.33

Alert Cancellation (Use while on EVASION Status):

- 147.11
- 140.61
- 141.45
- 142.79
- 148.04
- 141.53
- 146.67
- 141.98
- 144.61

Healing Radio:

- 148.39 – Salty Catfish/66 Boys
- 146.65 – Rock Me Baby/66 Boys
- 148.96 – Sea Breeze/Sergei Mantis
- 144.86 – Pillow Talk/Starry. K
- 145.83 – Jumpin' Johnny/Chunk Raspberry
- 145.83 – Surfing Guitar/66 Boys
- 142.09 – Sailor/Starry. K
- 141.85 – Don't Be Afraid/Rika Muranaka

DIFFICULTY: ALL LEVELS

Open Doors:

- 145.86 – Groznjy Grad, East Wing, 1st Floor
- 148.13 – Groznjy Grad, East Wing, 1st Floor
- 147.86 – Groznjy Grad, East Wing, 2nd Floor (North Walkway Door)
- 143.45 – Groznjy Grad, East Wing, 2nd Floor (South Walkway Door)
- 144.75 – Groznjy Grad, Prison Area (Unlocks your Prison Cell)

36 KRASNOGORJE MOUNTAIN BASE
Run to the NW corner to see the frog on a hill directly in front of you, then walk back to get a better angle with the sniper rifle.

37 KRASNOGORJE MOUNTAINSIDE
The frog is on the shack (containing three rations and a calorie mate) at the top of the mountain. You need to step back a bit because the angle is tight.

38 KRASNOGORJE MOUNTAINTOP
At the lowest stationary turret gun, look at the cliff opposite to spot the frog. You can use the turret, but it'll attract a lot of attention.

39 KRASNOGORJE MOUNTAINTOP BEHIND RUINS
Use the sniper rifle to locate the frog about midway up the radio tower in the distance.

40 KRASNOGORJE MOUNTAINTOP RUINS
Head down the stairs into the room with the bed – the frog is on a shelf directly above the bed.

41 GROZNYJ GRAD UNDERGROUND TUNNEL
This must be done *during* the fight with The Fury. After the cut-scene, head right to the next hallway and face forward to find the frog on top of a red pipe.

42 GROZNYJ GRAD SOUTHWEST
Approach the row of warehouses on the left, then look through the crack in the middle building to spot the frog hiding in cold storage.

43 GROZNYJ GRAD NORTHWEST
Run north past the tanks until you reach the open top car to your left. Directly past the car, climb the stack of crates, pop into first person and look left over the fence to see the frog on the steps.

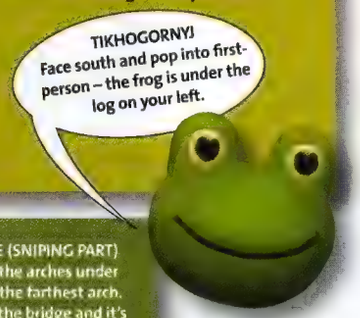
44 GROZNYJ GRAD NORTHEAST
Find the building (with food supplies) in the NE corner and head north to find a hole in the floor. Jump down, crawl west and follow the tunnel until the right hand turn (beneath a grate in the ceiling). Turn right and the frog is in front.

45 GROZNYJ GRAD SOUTHEAST
In the SE corner, look up at the corner of the prison building to see the frog lurking there.

46 GROZNYJ GRAD TORTURE ROOM
In the room with the desks, look under the desk to your right.

47 GROZNYJ GRAD WEAPONS LAB: EAST WING
Climb the north stairs and go through the door – the frog is sitting slap-bang on a shelf in this room.

48 GROZNYJ GRAD WEAPONS LAB: WEST WING CORRIDOR
Look out of the south window and locate the big speakers on the tall pole in the distance – the frog is on top of them.

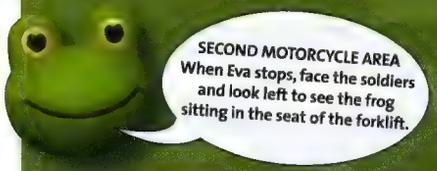


50 TIKHOGORNYJ: BEHIND WATERFALL
Run up to the ladder, then flip 180° and pop into first-person view. The frog is sitting on a pipe just to your right.

51 GROZNYJ GRAD WEAPONS LAB: MAIN WING
Climb the left hand stairs until you reach the fuel tank. Stand in front of it, walk forward and look down between the two control panels.

52 GROZNYJ GRAD B1F
This must be done *during* the battle with Volgin. After the cut scene, face left, pop into first-person and look up to see the frog on a ledge. Try wearing the Raikov mask to confuse Volgin and buy yourself time for a shot.

53 FIRST MOTORCYCLE AREA
Beware: you need to save systematically during the motorcycle section in case you miss a frog and can't go back – be warned. Once you get to the area with all the tanks, look at the spotlight tower to the right of the windows and use the sniper rifle to find the frog.



55 THIRD MOTORCYCLE AREA
After Eva turns, it's past the second side road above the place where you can see a plane in the distance. Eva slows down when you get to it, but you need to act quickly with the SVD or RPG.

56 FOURTH MOTORCYCLE AREA
Stay focused – this is tough. It's on top of the fourth sign on your right, immediately before a side road. You'll need all your shooting skills.

57 GROZNYJ GRAD RAIL BRIDGE (SNIPING PART)
Stand up, and look down at the arches under the bridge to see the frog sitting on the farthest arch. There are two parallel arches under the bridge and it's between the second and third pillars from the left.

58 GROZNYJ GRAD RAIL BRIDGE (FIGHTING SHAGOHOD)
When Volgin is on top of the Shagohod and starts chasing Eva, use the sniper rifle to shoot the frog at the base of the radio tower directly in front of you.

59 FIFTH MOTORCYCLE AREA
When you reach the three red-and-white barricades, the frog is between the left and middle one.

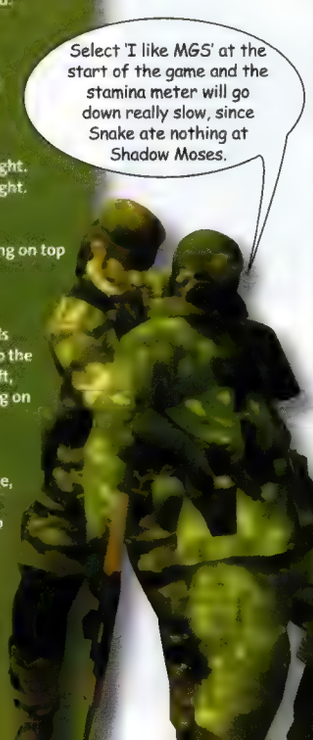
60 SIXTH MOTORCYCLE AREA
Equip the RPG-7 and scan to your right. Pass the log and the frog's on a rock on the right.

61 SEVENTH MOTORCYCLE AREA
Keep looking left and the frog is sitting on top of the first boulder you'll see.

62 ZAOZYORJE SOUTH
After the cut-scene where the guards enter Caution mode, go down the left path to the log bridge. Halfway across the bridge, face left, pop into first-person mode and shoot the frog on the crevice ledge down on the right side.

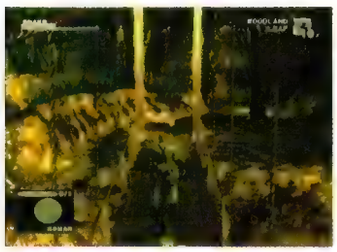
63 ZAOZYORJE EAST
At the fork in the road, there's a huge, thick tree growing against the side of a hill. Run to the left of the tree and look in the gap between the tree and the hill.

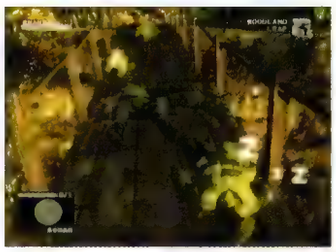
64 ROKOVOJ BEREG
This must be done DURING the battle with The Boss. Go to the NW corner of the map, equip the SVD, and scope out the nearby trees.


Select 'I like MGS' at the start of the game and the stamina meter will go down really slow, since Snake ate nothing at Shadow Moses.

THE MGS3 EXPERT CHALLENGE

You've finished the game. You've worn the tuxedo, shot all 64 frogs and captured the Tsuchinoko... but you're not finished yet. Let PSM2 introduce you to A Bridge Too... Argh!, Ten Pin Bowelling and eight fresh challenges you won't have faced in *MGS3*.





1) A BRIDGE TOO... ARGH!

Know how to knock out and drag guards? That's the easy bit – take out as many guards as you can (tranquilise or with CQC), then drag them onto the Dolinovodno rope bridge (either stack 'em up, or make a line like the screenshot below). Now retreat to a safe distance and shoot the ropes, causing the bridge to wobble. How many guards can you shake into the river below to their watery graves? Eh? you sick, sick man, you.

PSM2'S RECORD:
Six

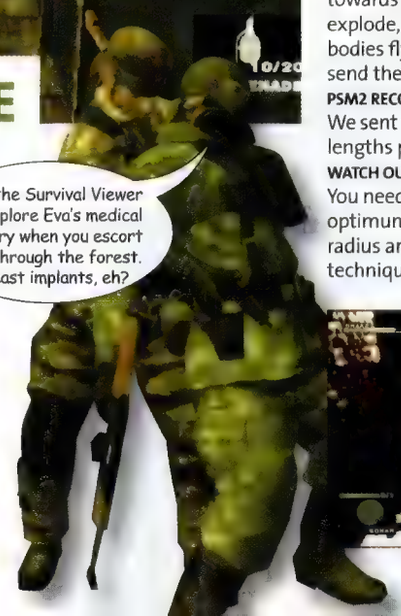
WATCH OUT FOR:
It sounds easy, but the more guards you drag onto the bridge, the wobblier it gets – it's a trade off, see? We've blown a stack of seven after sprinting a little too enthusiastically.

2) A CUT ABOVE

Once you've given up on the last challenge, shoot every rope so the bridge is loosely suspended by the posts at either end. You've got to sprint across without falling off and having to grab on once. Basically, it's pretty much impossible – so aim for the minimum number of stumbles and pull-ups.

PSM2'S RECORD:
Three pull-ups.

WATCH OUT FOR:
The best tactic seems to be to anticipate the bridge wobble and run in an S-shape. No crawling, or stalking, mind – that's cheating.

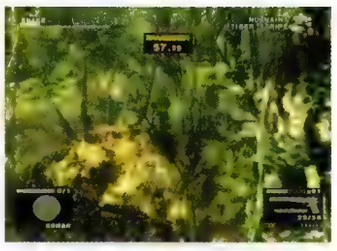


3) FRUIT FIRST, ASK QUESTIONS LATER

You need to finish the game as quickly as possible. The catch? You're only allowed to eat vegetables. So no eating rabbits, crocs, markhors, frogs... nothing. And before you ask – no fish. You have to be a proper veggie.

PSM2'S RECORD:
We've done it, but it was a struggle. And daft.

WATCH OUT FOR:
You'll be eating a lot of Golova's, Yabloko's and Hornet's Nest's, so keep your eyes on the treetops in dense forests.

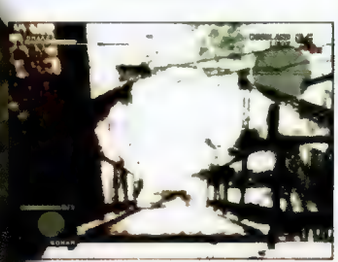


4) TEN PIN BOWELLING

At the Rassvet base where you first find Sokolov, there's a set of winding metal steps on the left hand side. See that barrel at the top? You need to pile up as many unconscious guards as possible at the bottom of the steps, then roll the barrel (press △) towards them. The barrel will explode, sending the guard's limp bodies flying. But how far can you send the bodies flying?

PSM2 RECORD:
We sent them flying about two body lengths past the right hand wall.

WATCH OUT FOR:
You need to drag the guards to an optimum distance to maximise the radius and vary your stacking technique. Relatively easy.



5) INJURY TIME

You need to complete the game without using the Cure menu. It is possible – wounds fade over time – but Snake's scarred body should resemble a map of the London Underground by the end. Oddly enough, we want the *maximum* number of injuries that you can sustain and still finish the game.

PSM2'S RECORD:
We had well over 100 injuries.

WATCH OUT FOR:
Well, dying, really. Keep your stamina well topped-up.

6) RANK OUTSIDER

You need to finish the game with a Foxhound rating. How? Check the Rankings: Explained panel, but you need to play on Extreme difficulty (i.e. get seen once and it's game over), using less than 25 saves and within five hours. It's almost impossible. Even for us.

PSM2'S RECORD:
Let's be honest, we can't even get close.

WATCH OUT FOR:
You can't trip the alarm once – so get spotted and you'll need to *sprint* in with some CQC to avoid the alert. You can't use any special items or kill *anyone* either. As we said, it's hard like stones.

8) HUNGER STRIKE

You need to finish the game without eating. Or just get as far as possible. Start a new game and see how long you can last without eating *anything*. No matter how much Snake's stomach groans, don't capture or eat a thing until he finally gives up and collapses from exhaustion.

PSM2'S RECORD:
We didn't make it. We caved in and gorged on gavial.

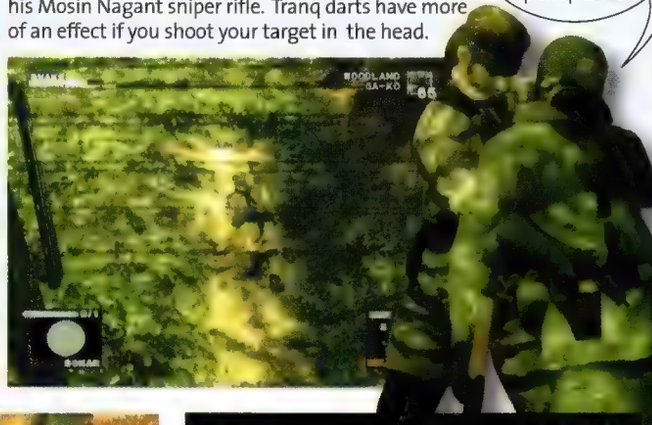
WATCH OUT FOR:
Just don't give in to temptation. There's a fair chance you'll make it through a lot of the game without eating – it all depends on how fast you plough through each area.

To pass this challenge you'll need to defeat all of the game's bosses using only Snake's MK22 tranquilizer gun. This is entirely possible – you can see your enemy's stamina meter under their health and when it's depleted the battle will end, as it would have if you had killed them normally.

PSM2'S RECORD:
We managed to sedate Ocelot and The Pain but the rest were too much for us.

WATCH OUT FOR:
Defeat The End with your MK22 and you'll unlock his Mosin Nagant sniper rifle. Tranq darts have more of an effect if you shoot your target in the head.

When dressed as Raikov, you can explore all of Grozny Grad undetected – even outside, but watch the dogs – to pick up ammo.



9) GOING POSTAL

One for the bloodthirsty, this. With the weapon of your choice in the area of your choice, see how many guards you can kill in 5 minutes. You'll need to go on a relentless killing spree, ignoring alarms and alerts. Just go completely mental. If you use a powerful automatic weapon like the M4 machine gun you'll do spectacularly well. You could even use the rocket launcher.

PSM2'S RECORD:
We managed to kill a modest 24 guards.

WATCH OUT FOR:
Don't get too close to enemies. They'll smack seven shades out of you with the butts of their rifles. If things get too hairy, make use of Snake's CQC skills and take the suckers down by hand. Be as vicious as humanly possible.

10) CONFUSION

In the first Russian base, equip the scientists diguise and act as suspiciously as possible. Run around, crawl under stuff, throw stuff and see how long you can last acting like a mentalist before someone susses you out and sounds the alarm. Try and avoid the gaze of the scientists and last as long as possible. We know you can do it.

PSM2'S RECORD:
We were rubbish to be honest.

WATCH OUT FOR:
Don't get too close to the scientists, don't wear any ridiculous face paint and try and keep your reign of madness going for as long as possible. This is one of the hardest challenges we reckon.

RANKINGS: EXPLAINED

Here are the key conditions if you want to unlock the special items.

1) JAGUAR
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQUIREMENTS: Alert Mode: -20 times
Kills: -20 humans
Continue: -100 continues

2) CROCODILE
DIFFICULTY: Very Easy/Easy/Normal
REQUIREMENTS: Alert Mode: -100 times
Kills: +150 humans
Continues: -40 continues

3) PIG
DIFFICULTY: Very Easy/Easy
REQUIREMENTS: Meals: +31 meals

4) SHARK
DIFFICULTY: Normal
REQUIREMENTS: Kills: +250 humans
Meals: +20 meals

5) COW
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQUIREMENTS: Alert Mode: +300 times

6) FALCON
DIFFICULTY: Normal
REQUIREMENTS: Play Time: -5:00 hours

7) PIGEON
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQUIREMENTS: Kills: 0 humans

8) MARKHOR
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQS: Get all types of plants and animals

9) TSUCHINOKO
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQUIREMENTS: Capture one alive and beat the game with it.

10) KEROTAN
DIFFICULTY: Very Easy/Easy/Normal/Hard/Extreme
REQUIREMENTS: Shoot all 64 Kerotan frogs.

11) HOUND
DIFFICULTY: Easy/Normal/Hard/Extreme
REQUIREMENTS: Special Item: No Use
Alert Mode: 0/0/1/2 times
Damage: -10 life bars (Easy)
Kills: 0 humans
Saves: -25 (Easy Only)/-50 (Hard Only) saves
Continues: 0 continues
LF Med: 0/0/-3/ Use as many as you want on Extreme
Play Time: -5:00 hours

12) DOBERMAN
DIFFICULTY: Normal/Hard/Extreme
REQUIREMENTS: Special Item: No Use
Alert Mode: 0/0/1 time
Damage: -10 life bars (Normal Only)
Kills: 0 humans
Saves: -25 (Normal Only)/-50 (Hard Only) saves
Continues: 0 continues
LF Med: 0/0/-3 uses
Play Time: -5:00 hours

13) FOX
DIFFICULTY: Hard/Extreme
REQUIREMENTS: Special Item: No Use
Alert Mode: 0/0 times
Damage: -10 life bars (Hard)
Kills: 0 humans
Saves: -25 (Hard Only)/-50 (Extreme Only) saves
Continues: 0 continues
LF Med: 0/0 uses
Play Time: -3:00 hours

14) FOXHOUND
DIFFICULTY: Extreme
REQUIREMENTS: Special Item: No Use
Alert Mode: 0 times
Damage: -10 life bars
Kills: 0 humans
Saves: -25 saves
Continues: 0 continues
LF Med: 0 uses
Play Time: -5:00 hours

HOW TO... CAPTURE THE TSUCHINOKO

Locate this secret snake to win infinite ammo. And here's how...

WANTED
There's a copy of PSM2 hidden in the TV room of the Granin research laboratory – shoot the magazine to view our MGS3 feature.
Tsuchinoko. Never seen a snake like this before.
Not eaten yet. Taste unknown
R2 HIDE

WHAT IS THE TSUCHINOKO?

It's a hidden animal that can only be captured with the mousetrap. It does not show up on your sonar, NVG or heat vision. If you can capture one, then *recapture* one (we'll explain later) and take it all the way through the game, you earn the infinity face paint providing all your weapons with 100% ammo.

HOW DO YOU CAPTURE ONE?

Using the mousetraps, several of which can be found in various different locations (in fact, shake down Ocelot after your first battle and he'll drop one).

Locations of mousetraps include: 1) Rassvet (Virtuous Mission): in the crawl space under the building (note: to take the mousetrap into Op Snake Eater, you need to lay one down in Rassvet during the Virtuous mission – otherwise it will be confiscated). 2) Bolshaya Past Base (Operation Snake Eater): Inside the provisions storehouse. 3) Bolshaya Past Base: Inside the east room of the building south of the provisions storehouse and 4) Ponizovje Warehouse: Inside the provisions storeroom.

WHERE DO I CAPTURE THE TSUCHINOKO?

There are a number of locations, including 1) Dremuchij Swampland, 2) Dremuchij North, 3) Chyornyj Prud, 4) Bolshaya Past South, 5) Graniny Gorki South, 6) Svyatogornyj South, 7) Svyatogornyj East, 8) Sokrovenno North, 9) Sokrovenno South and 10) Sokrovenno West.

WHAT'S THE BEST STRATEGY?

Capture the Tsuchinoko in Bolshaya Past South (our tip) or where you fight The Fear. Your odds of catching the Tsuchinoko are relative to the number of other animals in the area. i.e. to have a 100% chance of catching it with the mousetrap, you must capture/kill *every* other animal in the area first (find them using the sonar/motion detector). You need to capture the Tsuchinoko *live* (so don't accidentally throw/eat it). You only get *one* per game. When you've set the trap, you may need to wait five minutes for a 'bite' – you can leave the screen (in fact, this may help speed things up), but not the area entirely. If you're having no luck, just place the trap somewhere else – but *not* by the entrance/exit to the area. Phew.

WHY MUST I RECAPTURE IT?

You will lose it (along with all your food) when you are taken prisoner after the Grozny Grad torture scene. To recapture a Tsuchinoko, you must tranquilize it (not shoot it with live ammo) in the Tikhogornyj area after you receive your equipment from Eva. The Tsuchinoko can be retrieved about one in-game metre southeast of the tree by the path that leads to the Tikhogornyj: Behind Waterfall area. You need to take the animal to the end of the game alive to claim your reward and become part of Major Zero's Unidentified Mysterious Animal Watcher club.

WIN!

A SIGNED COPY OF MGS3 AND A LIFE SIZE SNAKE DOLL!

Want to win a copy of *MGS3* signed by Producer Hideo Kojima? And a GIANT Snake? Send us a tape of your *Snake Eater* skills and make yourself famous.

You've seen our *MGS3* challenges on pg102, now we want *you* to send us your achievements in *MGS3*. It can be anything, from dressing as Raikov and repeatedly punching men in the pants or beating Ocelot in 45 secs using the tranquiliser gun. Just try to entertain us or dazzle us with your skills or invention. We'll put the best entries in Pro Dojo (see pg106) and pick the winner in PSM2#64 – who'll scoop this world exclusive prize.

HOW TO ENTER

Play *MGS3* until your fingers ache or you stumble upon something frankly amazing. Or just make us laugh.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon below. Or email your pic to psm2@futurenet.co.uk

Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

METAL GEAR MADNESS, PSM2 MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

I have performed the following act of skill/insanity/madness, or a combination of all three in order to scoop Kojima's signature and a giant gun-toting man...

Name: ..... **Age:** .....

Address: .....

.....

GAME OVER?

SPLINTER CELL CHAOS THEORY

Can he survive? Find out in our world exclusive review

IN THE MAG!

- 10 kickass crime games exposed
- FIFA on PlayStation Portable
- The stupidest cheats... ever!

ON THE DVD!

- Area 51
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Our experts bring you the best footie tips in the business

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Special thanks to KONAMI

PRO DOJO

NEWS UPDATE! Thanks for your tapes so far. Remember though, if you want to start your own table, send a tape of your skills on any recent game and we might start up a new leaderboard for it. Otherwise, keep up the good work, folks!

Are YOU better than *the best*? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you're topping the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, so there's no excuse not to enter.

YOUR CHALLENGES ARE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

BURNOUT 3

WE WANT
- Your highest Crash Mode scores.

RULES
- Tape your highest score on 'Cross Traffic'.

Despite a valiant effort by JC Kills and Stephen McCrossan, Tom Lucas still holds the top spot. It seems no one can topple this geezer.

THE BEST SCORES

TOM LUCAS	1,268
GRANT [illegible]	919,997
J.C. KILLS	833,916
EVAN HARVEY	673,842
STEPHEN MCCROSSAN	346,789

CHALLENGE #2

KILLZONE

WE WANT
- Win a 10 minute death match against 10 bots.

RULES
- No cheats, any level, any weapon set.

Straight out of nowhere comes Sam Bolton, a newcomer to the Dojo and instant winner. He beats Evan by a mere five kills.

THE BEST SCORES

SAM BOLTON	[illegible] KILLS
EVAN HARVEY	[illegible] KILLS
STEPHEN [illegible]	[illegible] KILLS
STEPHEN MCCROSSAN	49 KILLS
KHALID-AL JAFF	46 KILLS

CHALLENGE #3

PRO EVO SOCCER 4

WE WANT
- Most goals in the first season of Master League.

RULES
- Five star difficulty, Default (Iorga etc) team.

Grant Barter, with no one left to beat, sends in a tape and beats *himself*, securing his top spot position for yet another month.

THE BEST SCORES

GRANT BARTER	46
SIMON [illegible]	43
J.C. KILLS	41
DAVID [illegible]	36
MILF COPPOCK (PSM2)	23

CHALLENGE #4

THUG 2

WE WANT
- Your highest score on the Australia level.

RULES
- Any skater, no stat upgrades.

No response for the *THUG* challenge this month, so Evan's crown remains unchallenged. Can anyone beat his score? Give it a shot.

THE BEST SCORES

EVAN HARVEY	[illegible],494
JAMES HARDCASTLE	4,446,895
DAVID WAGNER	[illegible],550
JOHN BLONDEL	[illegible],940
ANDY KELLY (PSM2)	2,435,345

CHALLENGE #5

DEF JAM: FIGHT FOR NY

WE WANT
- Your quickest victory against Busta Rhymes.

RULES
- No subway matches, any fighter, any arena.

Taking the top spot and beating himself *again*, Barter's time is one of the best we've recieved so far. The newcomers just can't keep up.

THE BEST SCORES

GRANT BARTER	0.33
ANDY KNOWLES	0.38
KAYLEIGH SARAH	0.36
CHRISTOPHER FOY	0.43
ANDY KELLY (PSM2)	1.23

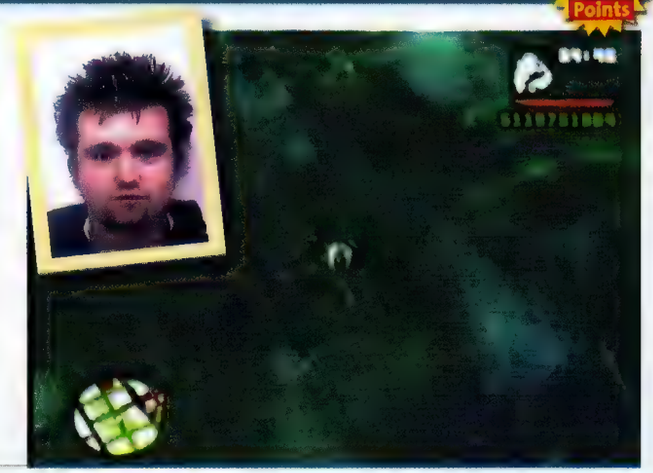
MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... 20 Points

ALWAYS LANDS ON HIS FEET

By DAVID SAVAGE

Nicking a Maverick and flying as high as possible, Dave jumps out for what looks like a fairly pedestrian skydive, but the magic happens when he hits the floor. He actually lands on his feet and casually strolls away after falling a good 10,000 feet. Excellent.



INSANE CHALLENGE OF THE MONTH

THIS MONTH: GTA: SAN ANDREAS

The section where we get you to do fun things for kicks.

We want you to be creative and perform a stunt in *San Andreas* that causes as much chaos as possible. You can use whatever objects, vehicles and weapons you like, so be creative and do something that'll make us gasp. Maybe you could mimic a scene from a famous Hollywood movie?

LAST MONTH'S WINNER

GRANT BARTER – 2 MINUTES 9 SECONDS

GTA: SAN ANDREAS

A very exciting tape. Grant loop-de-loops away from missiles and makes his escape – before crashing straight into a tree and blowing up. Doh!

CHALLENGE ZONE

grand theft auto

SHOW US YOUR MADSKILLZ!

10 Points

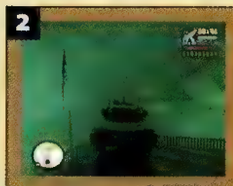
1

GHOST CAR HUNTING

BY SIMON HAHN

Convinced he could find and destroy a ghost car, Simon explored the Panopticon and found not one but two ghost cars. One moving and one parked. He blew them up.

2



TANK STUNT MADNESS

BY GRANT BARTER

Taking a tank to the top of Mt. Chiliad, Grant drove it off the viewing platform for one of the most intense vehicle-based skydives ever. He then went on a rampage. Lovely.

3

THAT SINKING FEELING

BY PAUL DEVENEY

[illegible] quelled this car melting slowly into the ground. It caused a pileup and soon every car in the vicinity was melting. So he chucked a grenade into the middle and ran. Mwahah!

LEADER BOARD

1	**GRANT BARTER**	83 points
2	**EVAN HARVEY**	52 points
3	**JC KILLS**	36 points
4	**David Savage**	30 points
5	**Paul McAllen**	20 points
6	**Joseph Arieh**	20 points
7	**Tom Lucas**	10 points
8	**Khalid Al-Jaff**	10 points
9	**Kostas Diamantis**	10 points
10	**Azz Wallis**	10 points

BUBBLING UNDER...

Sam Bolton	10 points
Simon Douel	10 points
Peter Davies	10 points
Paul Grundy	10 points
Arran Charrell	10 points
Dale Howard	10 points
David Peacock	10 points
Paul Deveney	10 points
Simon Hahn	10 points
Chris Foy	08 points

CHALLENGE #6

10 Points

SSX 3

WE WANT

Your fastest time on the Peak One Jam.

RULES

Must use character with no stat upgrades.

Christopher Foy tried to take the top, but his score is considerably worse than our man Evan's. Still, he scores himself eight points.

THE BEST SCORES

EVAN [illegible]	[illegible]
CHRISTOPHER FOY	1:57
JOEL SNAPE (PSM2)	6:45
ANDY KELLY (PSM2)	8:59
DAN GRIFFITHS (PSM2)	8:19

CHALLENGE #7

10 Points

GRAN TURISMO 3

WE WANT

Your best free ride time on Midfield Raceway.

RULES

Any car, as long as it hasn't been customized.

The Diamantis brothers are still in charge of this one, flying the flag for Greece and jeering at everyone else. Go on – try and take them out.

THE BEST SCORES

KOSTAS [illegible]	[illegible]
GEORGE [illegible]	[illegible]
ANDY KELLY (PSM2)	[illegible]
DAN DAWKINS (PSM2)	[illegible]
JOEL SNAPE (PSM2)	0'57"911

CHALLENGE #8

10 Points

SECOND SIGHT

WE WANT

Get a top score on the sniper training.

RULES

No rules as such, just be as accurate as possible.

A true test of pad skill, this one. Can you blast through the training section at the start of the game with a better score than Gavin?

THE BEST SCORES

GAVIN [illegible]	[illegible]
ANDY KELLY (PSM2)	812
DAN DAWKINS (PSM2)	811
JOEL SNAPE (PSM2)	791
NATHAN IRVINE (PSM2)	611

CHALLENGE #9

10 Points

SOUL CALIBUR 2

WE WANT

Finish arcade mode on hard double quick.

RULES

Any character, vary your move set, please.

J.C. Kills (it's a nickname apparently) sent a time in, but both Priven and Grundy are still miles above him. He still gets some points though.

THE BEST SCORES

PAUL [illegible]	[illegible]
SIMON [illegible]	[illegible]
J.C. KILLS	[illegible]
DAN DAWKINS (PSM2)	[illegible]
JOEL SNAPE (PSM2)	3.42.32

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

KEVIN RYMAN
Unlucky copper

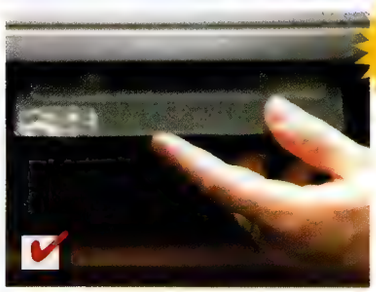
5 Points

TOM CRUISE
Lucky thespian

From **Maxine Lucas, email** "Both handsome men, although Cruise isn't a polygon so he wins."

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.



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Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk

Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1..... Challenge 2.....
Challenge 3..... Challenge 4.....
Challenge 5..... Challenge 6.....
Challenge 7..... Challenge 8.....
Challenge 9.....

I also include (eg. Moment/Insane Challenge of the month)

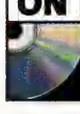
.....

Name:..... Age:.....
Address:.....
.....
.....
.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD



Coming next month! We'll be featuring our favourite runs on the DVD too. Get famous! Get involved! Send a tape now!

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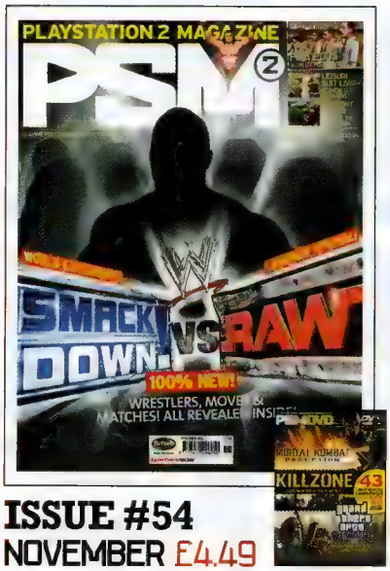

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'DDH'

"Famously pretentious"
The Guardian

"A huge bunch of ***** arse written by arrogant, over-opinionated, under-educated tossers"**
'Clear'

"*** on most games journalisim [sic]"**
Anonymous

See what all the fuss is about:
issue 149 of Edge is on sale April 14

HUGE PSP BLOWOUT – ALL US LAUNCH GAMES REVIEWED PLUS: UK LAUNCH DATE AND PRICE REVEALED?

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

LEGO STAR WARS

It's finally here. Your chance to recreate every single moment from all six Star Wars flicks, in joyous Lego technicolour. Mmm...

BURNOUT 4

Exclusive details on the sequel to EA's carnage-laden driving hurricane. You thought it couldn't get better than last time? Well, think again. Prepare to bend metal.

HITMAN: BLOOD MONEY

Agent 47's back and he's balder and more cold-hearted than ever. Get the gen on Eidos's latest assassin sim.

You want more?! There's more. Expect reviews of *Area 51* and *Juiced*, plus loads of details on *Matrix: Path of Neo* and *James Bond: From Russia With Love*. Get in there.

EXCLUSIVE!

ULTIMATE SPIDER-MAN

PSM2 presents the top-secret sequel to the gazillion-selling *Spider-Man 2*. You know it makes spidey-sense.

Month

YOU'D BE A BENSON TO MISS IT

PSM #62 on sale

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PRET RESCUE!

PSP pouches for the poncey. Elton'll have one soon, you watch...

Giant furry pouch, anyone? Gold slab with a bangle, shield and slightly different bangle? Or would sir prefer a leather purse with, well, a zip and pockets *exactly like a normal leather purse*? Yes, it seems like the 'designer' PSP pouches on display at the recent Pret a PSP fashion show in LA, where celebrities and uppity fashion folk designed their own unique PSP cases after probably being given a truck of money, were a load of old bollócks, if you pardon our Francáis. But fear not! PSM2 approached the stars of several popular PlayStation 2 videogames to design their own PSP pouches, eschewing diamanté D-pads and seal fur key fobs, for practical designs on a modest budget. Mwah! Let the making of things commence! Stitch!

Wondering what the frikk we're on about? Turn to page 85 to see fabulous REAL LIFE showbiz PSP cases.

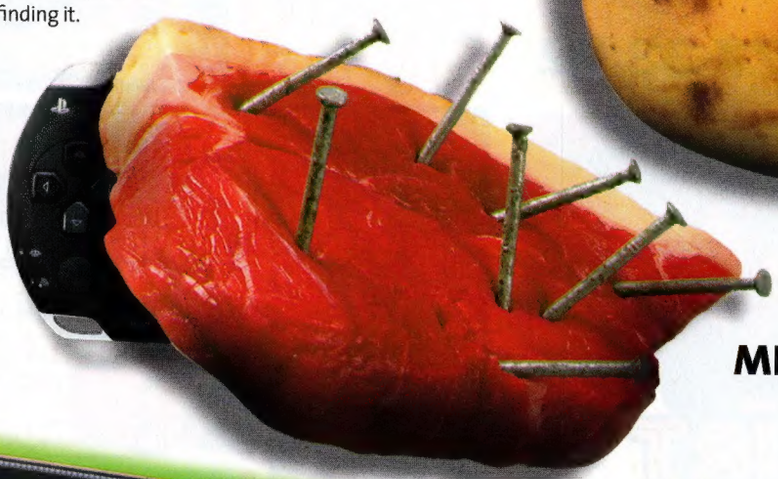
SNAKE FROM METAL GEAR SOLID 3: SNAKE EATER

Whittled from bits of old bark, this hides the PSP so well, even the owner has trouble finding it.

"My step brother was carved from a Maris Piper"

TANNER FROM DRIV3R

A big baked potato. Gets the screen all buttery, but keeps the console toasty warm.



JAMES SUNDERLAND FROM SILENT HILL 2

A slab of raw, bloody meat with rusty nails and a slit in the middle to stick the PSP in.

MITCH FROM THE GETAWAY: BLACK MONDAY

An old grey sock that's been soaking in a piss-stained London gutter for a weekend.

SAM FISHER FROM SPLINTER CELL: CHAOS THEORY

A black PSP with a hi-tech screen guard that filters out EVERY colour. Apart from green.

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